

ATARI SAFARI

25 PROGRAMS

(for less than \$1.60 per program)

Software for the Atari 400 and Atari 800

Program Categories and Titles:

Finance: ■ Financial Calculator ■ Checkbook
■ Days Between Dates

Utilities: ■ Shape Builder ■ Music ■ Pacifier ■ Calendar

Games: ■ Black Hole Chase ■ Think ■ Demolition Derby
■ Lemans ■ Tic Tac Toe ■ Dynamite ■ Alien
■ Mountain ■ Luna: Crash, Take Off or Land

Math: ■ Plot ■ Units Conversion ■ Addition
■ Subtraction ■ Multiplication ■ Division



\$39⁹⁵
DISK

Atari Safari is a Trademark of CDS Corporation

ATARI SAFARI

Software for the Atari 400 and Atari 800



Atari Safari
is a CDS Production

Good to the Last Byte is a Trademark of CDS Corporation.

COPYRIGHT NOTICE

Most computer programs have been submitted for protection under the same United States Copyright Laws that protect other types of publications.

It is a violation of the law to reproduce these materials for any purpose other than personal convenience, or for any purpose at all that would prevent the copyright owner from fully realizing its due benefits.

In plain words, you cannot legally resell these programs to any other person; you cannot legally distribute copies of these programs to any other person, school, user group, business, etc.; and you cannot legally conduct any sort of a commercial activity that uses these programs as a part of your business. Face it--if you pirate these programs or let someone else pirate these programs, you are depriving other **individuals** of their deserved income. Look at it this way--if the software is good enough to copy, it's good enough to pay for. Please send any questions about this to CDS Corporation, 695 East Tenth North, Logan, Utah 84321, or phone (801) 753-6990.

©Copyright CDS Corporation, 1980
All Rights Reserved

Although we believe this program to be accurate, no representation is made or is to be implied as to the suitability, accuracy or fitness of any of the programs for any particular purpose. CDS Corporation shall not be liable for incidental or consequential damages resulting from the use of, performance of, or supply of these programs.

TABLE OF CONTENTS

The Story of Atari Safari	1
Software Specifications & Overview	2
Loading Atari Safari Programs	2
What to Try When It Doesn't Load	3
Programs: Description, Instructions & Comments	
Days Between Dates	4
Calendar	4
Units Conversion	6
Financial Calculator	7
Interest Rate	
Payment Amount	
Number of Payments	
Amount of Loan	
Amount of Interest	
Totally Actually Paid	
Demolition Derby	8
Math	9
Addition	
Subtraction	
Multiplication	
Division	
Think	10
Mountain	11
Black Hole Chase	12
Lemans	13
Luna	14
Alien	15
Dynamite	17
Music	18
Pacifier	18
Plot	19
Tic Tac Toe	19
Shapebuilder	20
Checkbook	21
Index of Program Listings	23

THE STORY OF ATARI SAFARI

On a search through Africa (yes, Africa is east of Cleveland) for diamonds and gold, our Roving (and sometimes Raving) Reporter, Oscar, was taken captive. Now Oscar was one of those "can do" people. In other words, whenever there was something to do, he was in the can. But in all fairness to Oscar, he did have his share of confidence. He's the one who went after Moby Dick with a rowboat, a harpoon, and a jar of tartar sauce. He is the only man we know that is the life -- and death -- of a party.

But, back to his captivity: The natives that captured him decided to boil him and eat him (they'd only make that mistake once). Oscar started to tell them about America, baseball and computers. He told them about playing games on the Atari, how they could use it to keep track of how many "skulls" they had available to spend by using the Checkbook program, how they could use the Shapebuilder to create shapes and figures to use in their own programs, how they could....

The natives loved Oscar's stories so much that they took him out of the hot tub they were marinating him in and came to America with him. When they arrived, Oscar explained his predicament, so we asked his Safari Guide to help in the production of these programs for Oscar and his tribe (they have adopted each other). Oscar is still alive and well--just a little wrinkled from being marinated.

SOFTWARE SPECIFICATIONS & OVERVIEW

All programs in ATARI SAFARI are written in Atari BASIC. The minimum recommended configuration is either a 16K Atari with a cassette tape player or a 24K Atari with a disk drive. The software will run on either an Atari 400 (with 16K memory) or an Atari 800.

ATARI SAFARI provides a variety of software for the new owner as well as the veteran. All of the programs can be listed and modified. The utilities can be included in your own programs. These programs have been written by some of the best talent on the "Safari", and we know you'll enjoy and appreciate some of the unusual techniques. Like one gentleman who said the programs were a "pretty good buy" at \$39.95. After talking with him a little longer, we realized that he thought the programs were \$39.95 per program. We told him that all 25 were \$39.95 for the disk version and he literally ran to get his checkbook. We still have the feeling that he thinks we're a little crazy to sell such good software at such a great price. Maybe he's right (but we sure smile a lot).

LOADING ATARI SAFARI FROM DISK

Follow these instructions to load from disk:

1. Turn on disk drive.
2. Insert the disk into the disk drive.
3. Turn on the computer.

That's all you need to do, as you can see.

LOADING ATARI SAFARI FROM TAPE

Follow these instructions to load from tape:

1. Press the rewind button on your tape player and completely rewind the tape.
2. Type CLOAD, then press RETURN. Press the PLAY button on your tape player and RETURN again. After a few seconds, the computer will beep.

3. When the program is loaded, the tape will stop moving. Push STOP on your tape player. Type RUN, then press RETURN.
4. To return to the beginning of your program tape, push SYSTEM RESET and type CLOAD. To go to the beginning of the next program push RESET. Type CLOAD, then press RETURN. Press the PLAY button on your tape player and RETURN again. After a few seconds, the computer will beep. When the program is loaded, the tape will stop moving. Push STOP on your tape player. Type RUN, then press RETURN.
5. For ease in selecting commonly used programs, you may copy each of them on a separate tape.

WHAT TO TRY WHEN IT DOESN'T LOAD

1. Check all cords, cartridges, etc. Wiggle everything carefully!
2. You may have gotten a glitch from a large fluctuation in electrical current. Try to load again.
3. Listen to the T.V. monitor. You should be able to hear the leader tones and the digital program sound. If you don't, your tape deck may be faulty. Try a different tape deck.
4. Try some other software that you have run recently. If it doesn't run, your Atari has problems. Try the various things you usually try. Read your Atari manual. Send out for Pizza--at least your stomach will be happy (unless you don't like Pizza--Chinese food, anyone?)
5. Call your local computer dealer. He'll be glad to help you. If everything but the tape or disk works, bring it in and trade it. That is our policy--we stand behind all of our products.

DATE

Description: Date calculates the number of days between two dates or will tell you what day of the week a particular date is on (such as your birth date). And you thought this was a program to get you dates with those beautiful girls from Idaho!

Instructions: To use the Date program, select it from the Master Menu. You will then see the Date Function Menu, which offers you three choices:

- (1) Days Between Dates.
- (2) Calendar.
- (3) Exit to Master Menu.

To use the Days Between Dates function, type "1" and press RETURN. Then enter the first date using the following "numbers and commas" format: 3,24,1949. Then enter the second date using the same format. Your Safari Guide will then display on the screen the number of days between those two dates.

Comments: The calendar was adjusted in 1582 A.D. (it was adjusted by someone else--we weren't there--we're clever, but not that clever--but we're working on it), so you should try dates after that time. If you have a genuine need to work with Days Between Dates in years before 1582 A.D., we'd like to know what you're up to.

Flash! We have just been given the first example of using Days Between Dates in years before 1582 A.D. The example is told to us as follows: If I have an ancestor born July 23, 1423 A.D. who died April 11, 1477 A.D., how old was he when he was destroyed by the Mongol hordes as they overran his village?

Well, we took our cue from Mr. Abbot (Mr. Farnsworth's personal private executive secretary in the movie "Heaven Can Wait") who replied in the following way to a similar question: "I think you'd have to define the word destroy." This seemed to confuse and irritate our historian (it didn't work in the movie either) and so we said, "Add 300 years to each date. This will give you the answer of 19,627 days, and all you have to do is divide 19,627 by 365 and you have the number of years that your ancestor lived." Of course, there is a much faster way of doing it, but as any software house knows, the first thing people do with a program is look for holes, bugs and gaps. You'd never do that, would you?

To use the Calendar Function, select it from the Date Function Menu. Enter your date in response to the screen prompt. Use the following "numbers and commas" format: 12,31,1980. Your Safari Guide will then display the day of the week on which the date occurred.

Comments: If Saturday Nite Live stays on Saturday nights and continues for another 50 years (can you see John Belushi at the age of 84?), it will have the curious experience of being on television on the day 2,2,2222--February 2, in the year 2222. Just thought you'd like to know. By the way, in case you didn't know, the comments section of this manual is totally optional. In fact, the whole manual is optional. Actually, the whole computer is optional, but you know that, we hope. Let us move on.

UNITS CONVERSION

Description: Units Conversion is very appropriately named. You can use Units Conversion to convert:

- (1) Units of Length: inches, feet, yards, miles, millimeters, centimeters, meters and kilometers.
- (2) Units of Weight: ounces, pounds, tons, milligrams, grams, kilograms and metric tons.
- (3) Units of Volume: gallons, quarts, bushels, cubic feet, cubic inches, liters and cubic centimeters.
- (4) Units of Temperature: Farenheit, Centigrade and Kelvin.

Instructions: To use the Units Conversion program, select it from the Master Menu. Then select the type of conversion you wish to make, i.e., (1) Length, (2) Weight, (3) Volume, or (4) Temperature, from the Units Conversion Function Menu. In response to the screen prompt, enter the unit type that you wish to convert.

Comments: Haven't you always wondered how many cubic inches there are in a gallon of milk?

FINANCIAL CALCULATOR

Description: Financial Calculator will compute the following factors of a loan:

- (1) Interest Rate.
- (2) Payment Amount.
- (3) Number of Payments Needed.
- (4) Amount of Loan.
- (5) Amount of Interest Paid.
- (6) Total Amount Actually Paid.

Instructions: To use Financial Calculator, select it from the Master Menu. Then select the program function you wish to use to perform your calculation. Enter your numbers without dollar signs or commas. If the numbers you enter do not compute, your Safari Guide will display a "DOES NOT COMPUTE" message and allow you to re-enter your calculations. When you are through using the Financial Calculator, you can return to the Master Menu by choosing the last option on the Financial Calculator Function Menu.

Comments: To show you the effect of larger payments, take \$40,000.00 @ 16% A.P.R. -- this can be amortized in 165 payments of \$600.00 or 504 payments of \$534.00. Financial Calculator is guaranteed to terrify you as you calculate a 30 year loan of \$75,000.00 at 18%. If the monthly payments don't scare you, look at the total amount that you will pay the bank in 30 years. Guaranteed to make strong men (and women) faint.

DEMOLITION DERBY

Description: Demolition is a fast moving game of strategy where two players try to force each other to run into the wall or their own trails. It looks so simple until you play someone who has thought of the various strategies that can be used to win.

Instructions: Plug your joysticks into the left two slots on the front of your computer. You can then direct your "destroyer" to go up, left, right and down. Your "destroyer" will not respond to diagonals. Each time you demolish your opponent by forcing him to crash, you get a point (that's a blue or red point--no brownie points in this game). The first player to get three points wins. At the beginning of each game set, you may also select the speed at which your markers move. Simply respond to the screen prompt with a number from 1 to 9 (1=slowest, 9=fastest).

Comments: We know that, at various times, you have wanted to give us your comments. We encourage this and have provided a box below in which you may do this. Please provide us with your total, complete, candid and frank feedback. Thank you.



(Actually, we would very much enjoy hearing from you.)

MATH

Description: The math programs (Addition, Subtraction, Multiplication and Division) are simple, quick and fun for the right people. When you answer five problems correctly, the difficulty increases.

Instructions: To use any of the four math programs, simply choose the "Math" function from the Master Menu. You may then select the math programs you want to run.

Comments: One of the best uses we have seen for these programs is to use them as a model for Computer Assisted Instruction.

THINK

Description: Think is a test of your memory circuits (the ones in your head, not in your computer).

Instructions: To play Think, select it from the Master Menu. There are six rectangles displayed across the screen, numbered 1 to 6. The Safari Guide will play and light up the numbered rectangles. Using the numbers on your computer's keyboard, you then repeat back the same sequence. See how many tones you can repeat back in sequence. Each time you are correct, you get a point. If you are incorrect, you get a strike. Three strikes and you are out. You can vary the length of the tones played by selecting your speed. Respond to the screen prompt with a number from 1 to 255 (1=fastest, 255=slowest).

Comments: The in-house record is 40 tones. At a speed setting of 1, you can barely see the blip.

MOUNTAIN

Description: You are the operator of a gigantic "KABOOM" cannon. The cannon is so huge that only the top of the barrel appears on the screen (as the green shape on the far left). You have three targets on the other side of the big mountain. The targets have values of 10, 20, or 30 points. The targets change position randomly. The mountain changes size and shape each time you shoot. You only have 250 ammo charges, so try to hit the 30 point target each time. Your Safari Guide will automatically keep track of your total points and the number of ammo charges that you have left.

Instructions: Simply select Mountain from the Master Menu and follow your prompts. When you are to the playing screen, simply input your charge (try 25) and press RETURN. Then input your angle (try 81) and press RETURN. Adjust your angle and velocity as necessary to hit the 30 point target as often as possible. You have only 250 units of ammo charges left from yesterday's battle. You must very carefully calculate how much charge to use on each shot, so that you can shoot clear over the mountain as many times as possible. If you tried our suggestions in the above instructions, you have learned a few things already. As little as 15 units of charge will let you hit the far right target if the mountain is low.

Comments: The targets are canisters of film that contain all the terrible television commercials that we've had to suffer through this year. And if you don't destroy them, we'll have to watch them next year too. Good luck and good shooting.

BLACK HOLE CHASE

Description: You are being chased by creatures from a black hole. A black hole is an area of outer space (yes, outer space is west of Cleveland), where gravity is so strong that even light rays can't escape. You must pilot your spacecraft across the galaxy and away from them as fast as possible.

At the same time, you must avoid three things: (1) moving your ship into your own vapor trail--it's radioactive, but will disappear after a while; (2) the edge of the galaxy; and (3) the stars and planets in your galaxy. The edge of the galaxy is visible at first, and then, little by little, minute by minute, the creatures make parts of the galaxy edge disappear by turning it into a black hole. Don't run into it or they'll get you.

Instructions: Use the I, J, K and M keys to move up, left, right and down through the galaxy. You can set the difficulty from 0 to 9. Zero will give you a galaxy free of obstacles to move around. If you can outrun the Black Hole Creatures for over 200 hours, they'll run out of fuel before you do and you'll be saved. When you've gone 30 units, the speed increases and then increases again at 100 units.

Comments: We know you were expecting a game where you could search for the 18 holes at the Burning Tree Golf Course (they disappeared last week -- the holes, not the golf course), but that is not this game. We think it beats looking for golf holes.

LEMANS

Description: Safari Lemans can be as hard as the real race or as easy as a Sunday afternoon drive. You can vary the speed of your car (faster and slower) and as you go faster, the track becomes more treacherous.

Instructions: To begin your Safari Lemans, select Lemans from the Master Menu and follow your screen prompts. To start the race, press your joystick toward the top position. Holding it in the top position increases your speed (and the scale of the sound goes up) and the back position decreases your speed. The faster you travel, the faster your score adds up. You have 60 seconds to drive your course. Your time is shown in the top left corner of your screen. Moving your joystick to the right will move your car to the right and moving your joystick to the left will move your car to the left.

Comments: Only the "front" part of your car is sensitive to crashing, allowing you to "fishtail" as necessary to navigate your course. You can also jump the track and get a free ride if you're really clever. If you're really good, you can jump the track again and get back in without crashing.

LUNA

Description: Better known as Luna: Crash, Take Off or Land. The primary object of Luna is to land your spacecraft safely on the surface of the moon.

Instructions: You are the pilot of a new lunar vehicle, Model XXY3. The craft has developed a minor problem: the guidance computer has failed. You must now attempt to land on the lunar surface for repair work. You control the descent (or ascent) of the craft by burning fuel at regular periods. If you burn too much too quickly, you may be shot out of the moon's gravitational field and into the cold dark reaches of outer space. If you burn too little fuel, you will reach the surface of the moon--forever.

The amount of fuel you can burn is controlled by the joystick position (wake up and plug 'n your joystick into the left slot on the front of your computer). Putting your joystick in the top right position will burn one unit of fuel each time you press your red button. As you move your joystick around clockwise, you will be able to burn more fuel each time you press your red button on your joystick control. The top position gives your maximum burn rate of 10 units of fuel per burn. Press any key to begin descent.

Comments: Watch your status indicators in the top left portion of your screen. You can see the status of your fuel, velocity, distance, burn rate and time.

ALIEN

Description: You are on the spaceship NIMROD. The alien has killed the rest of the crew and is now searching for you. He wants you for your gourmet qualities. You have a few minutes to break the code number that will open the weapons vault. And you want to do that because the only weapon that will safely destroy the alien is the antimatter laser rifle that is stored in the weapons vault.

Instructions: The secret code is made up of numbers from 1 to 9 in any order, none repeated. Mother, the ship's computer, will allow you to decide the number of digits (from 2 to 9) in the code. If the alien gets you before you break the code or you want to give up (you coward), you can push the space bar on the keyboard to release cyanide gas into the ship which will stop the alien and the program, allowing you to try again or stop.

When you enter numbers to break the code, Mother, the ship's computer, will respond in any combination of the following three ways: (1) no response, which means that none of the numbers in your guess is in the code; (2) "!" symbol, which means that one of your numbers is in the code, but in the wrong place; (3) a "*" symbol, which means that one of your numbers is in the code and in the right place.

Comments: For all of you analytical geniuses, prescient persons, mind-readers and byte-bogglers out there--we know you'll never go over 10 attempts to break the code, but just for fun, you should enter some wrong guesses to see the comments that are waiting for you every once in a while. We could say something about pushing ESCAPE to escape the ALIEN via cyanide gas (a very final escape), but "wisdom" dictates otherwise--and for those of

you out there asking where we got some wisdom to dictate to us, we offer this answer: you can call Dial-A-Wisdom at 937-3862 for the latest in up-to-the-minute wisdom. And now you ask, "Where, oh wise person, did the word "w-i-s-d-o-m" come from?" Well, our On-The-Spot Roving (and sometimes raving) Reporter turns in this scintillatingly scented story (that is to say, we think it may be a little fishy, but in all fairness, we'll let you be the judge).

Story: Origin of Wisdom

Dateline: Chicago, February 31, 1967

(Funny -- I thought a dateline was something like, "Hey, Baby, this is Mr. Available. Whatcha doin' tonight?" -- but, on with the story). There was a certain wise man from Europe that recent immigrants would go to for information about American customs, traditions, government red tape, etc. As many "Schmexperts" are, this schmexpert was very vain and had an over-blown ego. These poor, struggling immigrants soon realized that to get along with Mr. Schmexpert, they needed to feed his ego, so they would say things like: "We're dumb and you're so smart. Please help us." But with their accents and rough English, it came out: "We's dumb and you's smart, etc." This routine worked so well, they called it their "we's dumb" routine.

As time passed, it came to be known that when you wanted some "wisdom", you were after some knowledge. So wisdom became equated with wise use of knowledge. In honor of this tradition, the Dial-A-Wisdom phone number 937-3862 spells "We's Dumb". And the group that answers, calls themselves "wisdoms". And we think that it is just fine for them to call themselves "We's dumbs", don't you?

*Robert Ringer, "Looking Out for Number One"

DYNAMITE

Description: Welcome to the wonderful world of Dynamite. Each of you light a stick and pretend you're the Statue of Liberty. Now douse your fuse and read on.

There are 15 sticks of dynamite in an abandoned mine. All of them are unlit except the last one. The ghost of your dead partner has lit the last stick of dynamite and now he wants to play a little game with you.

Instructions: You and your dead partner take turns taking sticks of dynamite from the pile, up to three sticks in a turn. If you take the last stick, you'll be blown up and have to take your partner's place in the mine--forever.

Comments: If you lose and get stuck in the mine, the really bad news is that Howard Cosell spends every Wednesday and Thursday in the mine with you. We realize the this is unfair to you, but then again, when we think of you--maybe it's unfair to Howard! Well, you two can discuss that every Wednesday and Thursday. Good luck with the ghost of your dead partner. By the way, why did you shoot him? Oh, you say he used to listen to Howard Cosell on the radio and television all the time? And the jury let you off because it was justifiable homicide? How true, how true.

MUSIC

Description: Music contains various sound effects that you can use in your own programs.

Instructions: Select Music from the Master Menu. Follow the instructions as shown. You may want to review the listings of Atari Safari to see how the sounds are used in the programs.

PACIFIER

Description: Pacifier is a continuous random graphics and sound generator.

Instructions: Select Pacifier from the Master Menu. Press space for a new pattern. Press any letter to return to the Master Menu.

Comments: Uncle Howard watched this for two hours last New Year's Eve before asking where Guy Lombardo was.

PLOT

Description: Plot will plot various math equations, quickly.

Instructions: For a quick demo, simply answer "Y" to "Is this the function you want (Y/N)?". Then press RETURN in response to the other questions. To change equations, answer "N" to "Is this the function you want (Y/N)?". Then enter your function by typing 1000 and the function that you want to use. Do not use variables beginning with Q. Press RETURN after typing 1000 and the function. Then type RUN and press RETURN.

Comments: You have the option of an X and/or Y axis. You also have the option specifying the tics (hash marks, or whatever) on the axes and what units they represent.

TIC TAC TOE

Description: Tic Tac Toe is Tic Tac Toe. The screen layout is shown below.

1	2	3
4	5	6
7	8	9

Bet you can't beat it more than once each time!

SHAPEBUILDER

Description: Shapebuilder is not an exercise program, but it will allow you to use your joystick to design your own graphics.

Instruction: To use the Shapebuilder program, select it from the Master Menu and follow the screen prompts until a dot appears on the screen which may be moved with your joystick to any location on the screen. When the dot is in location where you would like to begin your picture, depress the red button and use your joystick to draw the picture. When your graphic design is complete, simply follow the screen prompts to save your picture for future viewing. If you are using tape, you will not be able to store your pictures, but you can still draw some fantastic shapes.

If you wish to save more than one picture at a time, you may use the following procedure:

1. Load Shapebuilder Program.
2. Press "SYSTEM RESET".
3. Type: OPEN #2,8,0,"D:[name of your picture (8)]"
Press RETURN
CLOSE #2
Press RETURN
4010 A\$="D1:[name of picture]"
RUN
Press RETURN

Comments: To view a graphic design which has been saved under a new name, you should press "SYSTEM RESET", type 4010 A\$="D1:[name of picture]", press RETURN, and type RUN and press RETURN. See the program listing for additional file numbers that may be used.

CHECKBOOK

Description: Checkbook will allow you to keep track of your checkbook transactions, including:

1. CHECK NUMBER.
2. DATE.
3. AMOUNT OF CHECK.
4. PARTY PAID.
5. ITEM PAID FOR.
6. WHETHER THE EXPENSE IS TAX DEDUCTIBLE.
7. CHECKING ACCOUNT DEPOSITS.
8. OTHER ACCOUNT ADJUSTMENTS (service charges, etc.).

Instructions: To use the Checkbook program with a disk-based system, simply select it from the Master Menu. You may then use the screen prompts to use the particular function you wish to work with. To use Checkbook with cassette:

1. Copy the program onto another tape.
2. Load the program and follow the prompts. To end, rewind the tape recorder, set the recorder for recording, and type three lines as the screen directs (push RETURN twice after "CSAVE".)
3. The last check number and balance are now stored in lines 90 and 100 of the program.

Comments: While the Checkbook program will keep track of your checking account transactions, it will not earn the money for you. You will have to do that yourself. But it will keep track of what you make and spend.

THIS SPACE FOR USER NOTES

INDEX OF PROGRAM LISTINGS

Master Menu	24
Days Between Dates	26
Units Conversion	27
Financial Calculator	29
Demolition Derby	31
Math	33
Think	34
Mountain	36
Black Hole Chase	37
Lemans	38
Luna	39
Alien	41
Dynamite	43
Music	45
Pacifier	46
Plot	47
Tic Tac Toe	48
Shapebuilder	50
Checkbook	52

```

10 REM --MENU--
20 OPEN #1,4,0,"K:" {MASTER}
30 DIM A$(10)
40 GOTO 2000
90 GRAPHICS 0
95 TRAP 49
100 ? " "
110 ? "A. DATE"
120 ? "B. UNIT CONVERSION"
130 ? "C. FINANCIAL CALCULATOR"
140 ? "D. DEMOLITION"
150 ? "E. MATH"
160 ? "F. THINK"
170 ? "G. MOUNTAIN"
180 ? "H. BLACK HOLE CHASE"
190 ? "I. LEINIS"
200 ? "J. LIMA C.T. OR L"
210 ? "K. ALIEN"
220 ? "L. DYNAMITE"
230 ? "M. MUSIC UTILITY"
240 ? "N. FACIFIER"
250 ? "O. PLOT"
260 ? "P. TIC TAC TOE"
270 ? "Q. SHAPE BUILDER"
280 ? "R. CHECKBOOK"
300 ? " "
310 GET #1,A
320 IF A$<65 OR A$>90 THEN 310
330 IF A$>82 AND A$<91 THEN GRAPHICS 0:END

```

```

340 A$=CHR$(A):GOSUB 6000
350 IF A$="A" THEN RUN "D:DATE"
360 IF A$="B" THEN RUN "D:UNITS"
370 IF A$="C" THEN RUN "D:MORTGAGE"
380 IF A$="D" THEN RUN "D:DEMOLITI"
390 IF A$="E" THEN RUN "D:MATH"
400 IF A$="F" THEN RUN "D:THINK"
410 IF A$="G" THEN RUN "D:MOUNTAIN"
420 IF A$="H" THEN RUN "D:BLACK"
430 IF A$="I" THEN RUN "D:LEINIS"
440 IF A$="J" THEN RUN "D:LIMA"
450 IF A$="K" THEN RUN "D:ALIEN"
460 IF A$="L" THEN RUN "D:DYNAMITE"
470 IF A$="M" THEN RUN "D:MUSIC"
480 IF A$="N" THEN RUN "D:FACIFIER"
490 IF A$="O" THEN RUN "D:PLOT"
500 IF A$="P" THEN RUN "D:TIC"
510 IF A$="Q" THEN RUN "D:SHAPE"
520 IF A$="R" THEN RUN "D:CHECKING"
2000 REM --INTRO TO MENU--
2010 ATARI=4000:S4FH=1=4100:CALCULATE=43
00:FINAL=4500:ERASE=5000:AH=5500
2020 LEG=0:RR=5600:II=5700
3010 TRAP 3112
3015 Z=0
3020 GRAPHICS 3:?:?:?:?:?"PUSH SPACE TO STOP DISPLAY."
3030 SETCOLOR 0,16,5:SETCOLOR 1,3,6:SETCOLOR 2,0,3:SETCOLOR 4,12,2

```

```

3040 GOSUB INTARI
3050 GOSUB SAFARI
3060 Z=2+1
3080 GOSUB ANIMAL
3090 FOR H=1 TO 10:NEXT H
3110 IF PEEK(764)=255 THEN 3060
3115 IF PEEK(764)<>255 THEN 30
3120 OPEN #2,4,0,"D:ATARI SAF"
3130 INPUT #2,BIG:GRAPHICS BIG
3140 SETCOLOR 0,12,6:SETCOLOR 1,3,8
3150 FOR Y=0 TO 19
3160 FOR X=0 TO 39
3170 INPUT #2,COLR
3180 COLOR COLR:PL01 X,Y
3190 NEXT X
3200 NEXT Y
3210 CLOSE #2
3230 IF PEEK(764)<>255 THEN 3240
3240 GRAPHICS 3:REM --STRIPES--
3245 ? "PRESS SPACE TO STOP DISPLAY."
3260 FOR B=0 TO 15
3270 FOR C=0 TO 15
3275 IF A=3 THEN 3330
3280 SETCOLOR 0,C,B
3295 IF PEEK(764)<>255 THEN 30
3300 COLOR L
3310 YY=8:GOSUB 4020
3315 COLOR C+2
3320 YY=19:GOSUB 4120
3325 COLOR C+3
3326 PL01 0,10:DRAINTO 39,10
3330 NEXT C:NEXT B
3340 GOTO 2000
4000 REM --ATARI--
4010 COLOR 2:YY=8
4020 XX=4:GOSUB AA
4030 REM --T--
4040 PL01 11,2:DRAINTO 15,2
4050 PL01 13,3:DRAINTO 13,8
4060 XX=17:GOSUB AA
4070 XX=24:GOSUB FR
4080 XX=30:GOSUB II
4090 RETURN
4100 REM --SAFARI--
4110 COLOR 1:YY=19
4120 PL01 2,19:DRAINTO 6,19
4130 DRAINTO 6,16:DRAINTO 2,16
4140 DRAINTO 2,13:DRAINTO 6,13
4150 XX=8:GOSUB AA
4160 REM --F--
4170 PL01 15,19:DRAINTO 15,13
4180 DRAINTO 18,13:PL01 16,17
4190 DRAINTO 17,17
4200 XX=20:GOSUB AA
4210 XX=27:GOSUB FR
4220 XX=33:GOSUB II
4230 RETURN
4500 REM --ANIMAL--
4510 COLOR 2

```

```

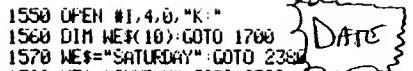
4520 X=Z
4530 TRNP 3120
4540 IF X<0 THEN 4560
4550 PLOT X,10
4560 X=Z-1
4580 IF X<0 THEN 4592
4590 PLOT X,10:DRAINTO X,15
4592 X=Z-2
4593 IF X<0 THEN 4635
4594 COLOR 0:PLOT X,10
4596 DRAINTO X,13
4600 PLOT X,16:DRAINTO X,19
4625 REM --LEGS--
4640 IF LEG=0 THEN COLOR 3
4650 IF LEG=1 THEN COLOR 2
4652 X=2
4655 IF X<0 THEN 4670
4660 PLOT X,15:DRAINTO X,18
4670 X=Z-7
4685 IF X<0 THEN 4700
4690 PLOT X,16:DRAINTO X,19
4700 IF LEG=0 THEN COLOR 2
4710 IF LEG=1 THEN COLOR 3
4720 LEG= NOT LEG
4730 X=Z-1
4745 IF X<0 THEN 4760
4750 PLOT X,16:DRAINTO X,19
4760 X=Z-6
4775 IF X<0 THEN 4790
4780 PLOT X,16:DRAINTO X,18
4790 X=Z-8
4795 COLOR 0
4800 IF X<0 THEN 4820
4810 PLOT X,14:DRAINTO X,19
4820 X=Z-2
4830 IF X<0 THEN 4850
4840 PLOT X,16:DRAINTO X,19
4850 COLOR 2
4860 RETURN
5000 REM --ERASE--
5050 RETURN
5500 REM --AA--
5510 PLOT XX,YY:DRAINTO XX,YY-4
5520 DRAINTO XX+2,YY-6:DRAINTO XX+3,YY-6
5530 DRAINTO XX+5,YY-4:DRAINTO XX+5,YY
5540 PLOT XX+1,YY-2:DRAINTO XX+5,YY-2
5550 RETURN
5600 REM --RR--
5610 PLOT XX,YY:DRAINTO XX,YY-6
5620 DRAINTO XX+4,YY-6:DRAINTO XX+4,YY-3
5630 DRAINTO XX+1,YY-3:DRAINTO XX+4,YY
5640 PLOT XX+3,YY:DRAINTO XX+2,YY-1
5650 RETURN
5700 REM --II--
5710 PLOT XX,YY:DRAINTO XX+4,YY
5720 PLOT XX,YY-6:DRAINTO XX+4,YY-6
5730 PLOT XX+2,YY:DRAINTO XX+2,YY-5
5740 RETURN
6000 REM --COPYRIGHT INFO--
6010 GRAPHICS 2: ? #6: ? #6: ? #6
6020 ? #6;" COPYRIGHT, COS CORP"
6030 ? #6: ? #6;" 1980 ALL RIGHTS"
6040 ? #6;" RESERVED"
6050 FOR N=I TO 100:NEXT N
6060 RETURN

```

```

1550 OPEN #1,4,0,"K"
1560 DIM WE$(10):GOTO 1700
1570 WE$="SATURDAY":GOTO 2380
1580 WE$="SUNDAY":GOTO 2380
1590 WE$="HOLIDAY":GOTO 2380
1600 WE$="TUESDAY":GOTO 2380
1610 WE$="WEDNESDAY":GOTO 2380
1620 WE$="THURSDAY":GOTO 2380
1630 WE$="FRIDAY":GOTO 2380
1700 FOR X=0 TO 255
1710 SOUND 0,255-X,10,8
1730 SOUND 1,X,10,8
1740 NEXT X
1750 SOUND 0,0,0,0
1760 SOUND 1,0,0,0
1790 DIM GR(5)
1800 DIM AM(10)
1810 DIM HS$(30)
1820 GRAPHICS 0
1830 PRINT :PRINT
1840 ? " THIS PROGRAM CALCULATES"
1850 ? " THE DAY OF THE WEEK OR"
1860 ? " NUMBER OF DAYS BETWEEN"
1870 ? " DATES AFTER 1582 A.D."
1880 PRINT
1890 PRINT
1900 PRINT " I. DAYS BETWEEN DATES"
1910 PRINT :PRINT
1920 PRINT " 2. CALENDAR"
1930 PRINT :PRINT
1940 PRINT " 3. EXIT TO MASTER MENU"
1950 ? :?
1960 PRINT "ENTER OPTION NUMBER: ";
1960 GET #1,A:IF A<49 OR A>51 THEN 1960
1990 A$=CHR(A):N=VAL(A$)
2010 UN H GOTO 2010,2260,2420
2010 REM --DAYS BETWEEN DATES--
2020 GRAPHICS 0
2030 PRINT :PRINT :PRINT
2040 PRINT " 1. DAYS BETWEEN DATES"
2055 PRINT :PRINT "SAMPLE DATE = 3-24-19
49":PRINT
2070 HS$="ENTER FIRST DATE":GOSUB 245
0
2080 GRAPHICS 0
2090 PRINT :PRINT :PRINT
2100 PRINT "FIRST DATE: ";MO,DA,YR
2110 PRINT :PRINT :PRINT
2120 IF MO>3 THEN GOSUB 3000
2130 IF MO>2 THEN GOSUB 3500
2140 D1=F
2150 HS$="ENTER SECOND DATE":GOSUB 24
50

```



```

2160 IF MO>3 THEN GOSUB 3000
2170 IF MO>2 THEN GOSUB 3500
2180 D2=F:PRINT
2200 PRINT "SECOND DATE: ";MO,DA,YR
2210 PRINT
2220 PRINT "NUMBER OF DAYS BETWEEN DATES
: ";ABS(D2-D1)
2230 FOR X=1 TO 5:PRINT :NEXT X
2240 PRINT "PUSH RETURN TO CONTINUE"
2250 INPUT G$:GOTO 1820
2260 REM --COMPUTE DAY OF WEEK--
2270 GRAPHICS 0:PRINT :PRINT
2280 PRINT " 2. CALENDAR":PRINT
2300 ? :? "EXAMPLE: (12,31,1980)"
2305 HS$="ENTER--MONTH, DAY, YEAR."
2310 GOSUB 2450
2320 IF MO>3 THEN GOSUB 3000
2330 IF MO>2 THEN GOSUB 3500
2340 GRAPHICS 0:PRINT :PRINT
2350 PRINT :PRINT :PRINT "DATE IS ";MO,DA,YR
2360 DH=7*(F/7-INT(F/7))+1
2370 ON DH GOTO 1570,1590,1594,1609,1610
,1620,1630
2380 PRINT :PRINT :PRINT :PRINT "DAY IS
";ME$
2390 PRINT :PRINT :PRINT "PUSH RETURN TO
GO ON":INPUT AT
2400 GOTO 1820
2420 TRAP 2440
2430 RUN "0:MENU"
2440 GRAPHICS 0:END
2450 TRAP 2430:? :? :? HS$":INPUT MO,DA,
YR
2460 IF MO<1 OR MO>12 THEN GRAPHICS 0:?
:?"MONTH OUT OF RANGE."? :"EXAMPLE:
12,31,1980":GOTO 2450
2470 IF DA<1 OR DA>31 THEN GRAPHICS 0:?
:?"DAY IS OUT OF RANGE."? :"EXAMPLE:
12,31,1980":GOTO 2450
2480 IF YR<100 THEN GRAPHICS 0:?:? :"?
ENTER FULL YEAR."? :"EXAMPLE: 12,31,1980"
:GOTO 2450
2490 IF YR<1582 THEN GRAPHICS 0:PRINT :P
RINT " IT MUST BE AFTER 1582":PRINT :G
O TO 2450
2500 RETURN
3000 REM --FUNCTION 1 --
3010 F=365*YR+DA+31*(MO-1)+INT((YR-1)/4)
-INT(0.75*INT((YR-1)/100+1)))
3020 RETURN
3500 REM --FUNCTION 2 --
3510 F=365*YR+DA+31*(MO-1)-INT(0.4*INU42
3+INU((YR-4)*INT(0.75*INT(YR/100+1)))
3520 RETURN

```

```

10 OPEN #1,4,0,"K:success  

90 DIM AR(5)  

100 GRAPHICS 0  

110 PRINT :PRINT UNIT  

120 PRINT " CONVERSION"  

130 GOTO 150  

140 PRINT :PRINT "NO. TYPE 1,2,3,4,OR 5"  

150 PRINT :PRINT "WHICH NUMBER WOULD YOU  

    LIKE? "  

160 PRINT  

170 PRINT :PRINT " 1. LENGTH"  

180 PRINT :PRINT " 2. WEIGHT"  

190 PRINT :PRINT " 3. VOLUME"  

200 PRINT :PRINT " 4. TEMPERATURE"  

210 PRINT :PRINT " 5. EXIT TO MASTER  

MENU"  

220 GET #1,A:IF A<49 OR A>53 THEN 220  

230 A$=CHR$(A):A=VAL(A$)  

250 ON A GOTO 260,800,1300,1800,2300  

260 GRAPHICS 0:PRINT :PRINT :PRINT  

270 PRINT " LENGTH - CONVERT UNITS FROM  

    :"  

280 PRINT :PRINT "      1. INCHES"  

290 PRINT "      2. FEET"  

300 PRINT "      3. YARDS"  

310 PRINT "      4. MILES"  

320 PRINT "      5. MILLIMETERS"  

330 PRINT "      6. CENTIMETERS"  

340 PRINT "      7. METERS"  

350 PRINT "      8. KILOMETERS"  

360 PRINT "      9. RETURN TO MENU"  

370 GET #1,A:IF A<49 OR A>57 THEN 370  

380 A$=CHR$(A)  

390 A=VAL(A$)  

400 REM --CONVERT EVERYTHING TO METERS--  

405 TRAP 400  

410 DN A GOTO 420,440,460,480,500,520,54  

0,550,100  

420 PRINT "HOW MANY INCHES ?"  

430 INPUT A:G=A/39.37:GOTO 570  

440 PRINT "HOW MANY FEET ?"  

450 INPUT B:G=B*0.3048:GOTO 570  

460 PRINT "HOW MANY YARDS ?"  

470 INPUT C:G=C/1.094:GOTO 570  

480 PRINT "HOW MANY MILES ?"  

490 INPUT D:G=D*1609:GOTO 570  

500 PRINT "HOW MANY MILLIMETERS ?"  

510 INPUT E:G=E/1000:GOTO 570  

520 PRINT "HOW MANY CENTIMETERS ?"  

530 INPUT F:G=F/100:GOTO 570  

540 PRINT "HOW MANY METERS ?":INPUT G:G  

TO 570  

550 PRINT "HOW MANY KILOMETERS ?"  

560 INPUT H:G=H*1000:GOTO 570  

570 REM --PRINT LENGTH EQUIVALENCE TABLE  

--  

580 GRAPHICS 0:PRINT :PRINT :PRINT  

590 PRINT "    INCHES      =",G*39.37  

600 PRINT "    FEET       =",G*0.3048

```

```

610 PRINT "    YARDS      =" ,G*1.094  

620 PRINT "    MILES      =" ,G/1609  

630 PRINT "    MILLIMETERS=" ,G*1000  

640 PRINT "    CENTIMETERS=" ,G*100  

650 PRINT "    METERS     =" ,G  

660 PRINT "    KILOMETERS=" ,G/1000  

670 IF G<0 THEN GOSUB 2400  

680 PRINT :PRINT "DO YOU WANT ANOTHER LE  

NTHZ?"  

690 PRINT :PRINT "      Y OR N   "  

700 INPUT A$  

700 IF A$="Y" THEN 260  

710 GOTO 100  

800 REM --WEIGHT CONVERSIONS--  

810 GRAPHICS 0:PRINT :PRINT  

820 PRINT "    WEIGHT - CONVERT FROM: "  

830 PRINT :PRINT "      1. OUNCES"  

835 PRINT  

840 PRINT "      2. POUNDS"  

845 PRINT  

850 PRINT "      3. TONS"  

855 PRINT  

860 PRINT "      4. MILLIGRAMS"  

865 PRINT  

870 PRINT "      5. GRAMS"  

875 PRINT  

880 PRINT "      6. KILOGRAMS"  

885 PRINT  

890 PRINT "      7. METRIC TONS"  

895 PRINT  

900 PRINT "      8. RETURN TO MENU"  

910 PRINT :PRINT "      ;"  

920 GET #1,A:IF A<49 OR A>56 THEN 920  

930 A$=CHR$(A):A=VAL(A$)  

940 REM --CONVERT EVERYTHING TO KILOGRAM  

$--  

945 TRAP 940  

950 ON A GOTO 960,980,1000,1020,1040,106  

0,1080,100  

960 PRINT "HOW MANY OUNCES ?"  

970 INPUT A:F=A/35.27:GOTO 1100  

980 PRINT "HOW MANY POUNDS ?"  

990 INPUT B:F=B/2.205:GOTO 1100  

1000 PRINT "HOW MANY TONS ?"  

1010 INPUT C:F=C*907.2:GOTO 1100  

1020 PRINT "HOW MANY MILLIGRAMS ?"  

1030 INPUT D:F=D/1000000:GOTO 1100  

1040 PRINT "HOW MANY GRAMS ?"  

1050 INPUT E:F=E/1000:GOTO 1100  

1060 PRINT "HOW MANY KILOGRAMS ?"  

1070 INPUT F:GOTO 1100  

1080 PRINT "HOW MANY METRIC TONS ?"  

1090 INPUT G:F=G*1000:GOTO 1100  

1100 REM --PRINT WEIGHT EQUIVALENCE TABL  

E$--  

1110 GRAPHICS 0:PRINT :PRINT :PRINT  

1120 PRINT "    OUNCES      =" ,F*35.27  

1130 PRINT "    POUNDS     =" ,F*2.205

```

```

1140 PRINT " TONS      =";F/987.2
1150 PRINT " MILLIGRAMS =";F*10000
1160 PRINT " GRAINS     =";F*1000
1170 PRINT " KILOGRAMS   =";F
1180 PRINT " METRIC TONS=";F/2000
1190 IF F<0 THEN GOSUB 2400
1200 PRINT :PRINT :PRINT " DO YOU HA
NT ANOTHER WEIGHT ?"
1210 PRINT :PRINT " Y OR N ";
1220 INPUT A$:IF A$="Y" THEN GOTO 800
1230 GOTO 100
1300 REM --VOLUME CONVERSIONS--
1310 GRAPHICS 0:PRINT :PRINT
1320 PRINT " VOLUME - CONVERT FROM: "
1330 PRINT :PRINT " 1. GALLONS"
1340 PRINT :PRINT " 2. QUARTS"
1350 PRINT :PRINT " 3. BUSHELS"
1360 PRINT :PRINT " 4. CUBIC FEET
"
1370 PRINT :PRINT " 5. CUBIC INCH
ES"
1380 PRINT :PRINT " 6. LITERS"
1390 PRINI :PRINT " 7. CUBIC CENT
IMETERS"
1400 PRINT :PRINT " 8. EXIT TO ME
NU"
1410 GET #1,A:IF A$49 OR A$56 THEN 1410
1420 A$=CHR$(A):A=VAL(A$)
1450 REM --CONVERT EVERYTHING TO GALLONS
--  

1455 TRAP 1450
1460 ON A GOTO 1470,1490,1510,1530,1550,
1570,1590,160
1470 PRINT "HOW MANY GALLONS ";
1480 INPUT A:GOTO 1610
1490 PRINT "HOW MANY QUARTS ";
1500 INPUT B:A$B/4:GOTO 1610
1510 PRINT "HOW MANY BUSHELS ";
1520 INPUT C:A$C*9.309:GOTO 1610
1530 PRINT "HOW MANY CUBIC FEET ";
1540 INPUT D:D*D7.481:GOTO 1610
1550 PRINT "HOW MANY CUBIC INCHES ";
1560 INPUT E:E*E/231:GOTO 1610
1570 PRINI "HOW MANY LITERS ";
1580 INPUT F:F*F/3.785:GOTO 1610
1590 PRINI "HOW MANY CUBIC CENTIMETERS "
;
1600 INPUT G:G$6/3785:GOTO 1610
1610 REM --PRINT VOLUME EQUIVALENCE TABL
ES--  

1620 GRAPHICS 0:PRINT :PRINT
1630 PRINT :PRINT " GALLONS      = "
;"A"
1640 PRINT :PRINT " QUARTS      = "
;"A4"
1650 PRINT :PRINT " BUSHELS      = "
;"A9.309"
1660 PRINT :PRINT " CUBIC FEET      = "
;"A7.481"
1670 PRINT :PRINT " CUBIC INCHES      = "
;"A8231"
1680 PRINT :PRINT " LITERS      = "
;"A83.785"
1690 PRINT :PRINT " CUBIC CENTIMETERS= "
;"A83785"
1695 IF A$0 THEN GOSUB 2400
1700 PRINT :PRINT " DO YOU WANT ANOTH
ER VOLUME?"
1710 PRINT " Y OR N ";
1720 INPUT A$:IF A$="Y" THEN GOTO 1300
1730 GOTO 100
1800 REM --TEMPERATURE CONVERSIONS--
1810 GRAPHICS 0:PRINT :PRINT :PRINT
1820 PRINT " TEMPERATURE - CONVERT FROM
"
1825 PRINT :PRINT :PRINT
1830 PRINT :PRINT " 1. FAHRENHEIT"
1840 PRINT :PRINT " 2. CENTIGRADE
"
1850 PRINT :PRINT " 3. KELVIN"
1860 ? :? " 4. EXIT TO MENU"
1870 GET #1,A:IF A$49 OR A$52 THEN 1870
1880 A$=CHR$(A):A=VAL(A$)
1890 IF A$1 OR A$4 THEN GOTO 1800
1900 REM --CONVERT EVERYTHING TO CENTIGR
ADE--  

1905 TRAP 1900
1910 ON A GOTO 1920,1940,1960,100
1920 PRINT "HOW MANY DEGREES FAHRENHEIT "
;
1930 INPUT A:B=(A-32)*5/9:GOTO 1980
1940 PRINT "HOW MANY DEGREES CENTIGRADE"
;
1950 INPUT B:GOTO 1980
1960 PRINT "HOW MANY DEGREES KELVIN"
1970 INPUT C:C=0-273:GOTO 1980
1980 REM --PRINT TEMPERATURE EQUIVALENCE
TABLES--  

1990 GRAPHICS 0:PRINT :PRINT :PRINT :PRI
NT
2000 PRINT :PRINT " FAHRENHEIT = ";B
*9/5+32
2010 PRINT :PRINT " CENTIGRADE = ";B
2020 PRINT :PRINT " KELVIN      = ";B
+273
2030 IF B<-273 THEN GOSUB 2500
2040 PRINT :PRINT :PRINT "DO YOU WANT AN
OTHER TEMPERATURE?"
2050 PRINT :PRINT " Y OR N";
2060 INPUT A$:IF A$="Y" THEN GOTO 1800
2070 GOTO 100
2300 TRAP 2320
2310 RUN "D:MENU"
2320 GRAPHICS 0:END
2400 PRINT :PRINT :PRINT "HOLD YOUR HORS
ES--NO MINUSES ALLOWED"
2410 RETURN
2500 PRINT :PRINT " !!!!!!! YOU CAN'T
DO THAT!!!!"
2510 PRINT "ZERO DEGREES KELVIN = ABSOLU
TE BOTTOM"
2520 RETURN

```

212 TRAP 230 FINANCIAL CALCULATOR
 213 DIM A(2),F(19),I(6)
 214 DIM F(10)
 215 DIM I(6)
 216 GOTO 220
 217 ? :? "PRESS RETURN FOR PROGRAM MENU"
 "
 218 INPUT A1: IF A1="A1" THEN 230
 230 GRAPHICS 0: PRINT :PRINT
 235 TRAP 1471
 240 PRINT :PRINT :PRINT " CDN
 RATE:"
 250 PRINT
 260 PRINT :PRINT " 1. INTEREST RA
 TE"
 270 PRINT :PRINT " 2. PAYMENT"
 280 PRINT :PRINT " 3. NUMBER OF P
 ayments"
 290 PRINT :PRINT " 4. AMOUNT OF L
 OAN"
 300 ? :? :? " 5. RETURN TO MASTER ME
 NU"
 310 ? :? :?
 320 PRINT "ENTER NUMBER, PLEASE":
 330 INPUT A:A=INT(A)
 340 IF A1 OR A5 THEN 230
 350 IF A=5 THEN GRAPHICS 0:TRAP 1700:RUN
 "D-MENU"
 360 ON A GOTO 410,700,900,1030
 410 GRAPHICS 0:PRINT :PRINT :PRINT "
 COMPUTE INTEREST RATE"
 420 ? :?
 430 GOSUB 1390
 440 ?
 450 GOSUB 1430
 460 N=1000
 470 ?
 480 GOSUB 1430
 490 ?
 500 GOSUB 1260
 510 ?
 520 GOSUB 1320
 530 GOSUB 560
 540 ? :?
 550 F=1*1000:PRINT "PERCENTAGE RATE = ";
 :GOSUB 1480:PRINT F
 560 F=1*1200:PRINT "ANNUAL PERCENTAGE RA
 TE = ";:GOSUB 1480:PRINT F
 570 GOTO 217
 580 U1=F/100
 590 I=1:U1=U1/12
 600 U1=U1*1
 610 U2=(1+1)^(1/12)
 620 U3=1-U2
 630 U4=U1-U3
 640 U5=((((U3*(1/U1)+1)*U2)-1)/12
 650 U6=U4/U5
 660 I=1*U6

670 U7=ABS(U6)
 680 IF I>U6(U7 THEN 600
 690 RETURN
 700 GRAPHICS 0:PRINT :PRINT
 710 PRINT "COMPUTE PAYMENT"
 720 ? :?
 730 GOSUB 1200
 740 PRINT
 750 GOSUB 1260
 760 PRINT
 770 GOSUB 1430
 780 PRINT
 790 GOSUB 1330
 800 PRINT :PRINT
 810 N=1000
 820 I=1/1200
 830 N=N+1
 840 F=N*(1/(1-I)^N))
 850 PRINT "PAYMENT AMOUNT = ";:PRINT F:GOS
 UB 1480:PRINT F
 852 PRINT "NUMBER OF PAYMENTS = ";:PRINT F:
 0100 GOSUB 1480:PRINT F
 854 PRINT "AMOUNT OF INTEREST PAID = ";:P
 RINT F:GOSUB 1480:PRINT F
 860 GOTO 217
 870 F=1*1000:PRINT "DO YOU WANT";:GOSUB 1480
 ? :% (Y / N)"
 880 GET K:K=A1B1C1D1A2
 885 IF K="Y" THEN 870
 890 I=1*100:RETURN
 900 GRAPHICS 0:PRINT :PRINT
 910 PRIN " COMPUTE NUMBER OF PAYM
 ENTS"
 920 PRINT :PRINT :PRINT
 930 GOSUB 1200
 940 PRINT
 950 GOSUB 1260
 960 PRINT
 962 GOSUB 1380
 964 PRINT
 970 GOSUB 1320
 980 I=1/1200
 1000 N=-(LOG(I)-LOG(F))/LOG(1+I))
 1010 PRINT " NUMBER OF PAYMENTS = ";:PRINT
 GOSUB 1480:PRINT F

```

1920 GOTO 217
1930 GRAPHICS 0:PRINT :PRINT
1940 PRINT " COMPUTE AMOUNT OF LOAN"
1950 PRINT :PRINT :PRINT
1960 GOSUB 1200
1970 PRINT
1980 GOSUB 1320
1990 PRINT
2000 GOSUB 1380
2010 PRINT
2020 GOSUB 1430
2030 PRINT :PRINT :PRINT
2040 N=N*H
2050 I=I/1200
2060 PU=PMT*((1-(1+I)^-N)/I)
2070 F=PU*N:PRINT "AMOUNT ACTUALLY PAID"
2080 :$"::GOSUB 1480:PRINT F
2090 F=F-PU:PRINT "AMOUNT OF INTEREST PAID"
2100 :$"::GOSUB 1480:PRINT F
2110 F=PU:PRINT "AMOUNT OF LOAN: $"::GOSUB 1480:PRINT F
2120 GOTO 217
2130 GOTO 1470
2140 REM --ENTER INTEREST RATE--
2150 PRINT "ENTER INTEREST RATE "
2160 INPUT I:IF I<0 THEN GRAPHICS 0:GOTO 2110
2170
2180 IF I<1 THEN GOSUB 870
2190 F=1:GOSUB 1480
2200 RETURN
2210 REM --AMOUNT OF LOAN--
2220 REM --AMOUNT OF LOAN--
2230 PRINT "ENTER AMOUNT OF LOAN. "
2240 INPUT PU
2250 IF PU<0 THEN GRAPHICS 0:GOTO 1270
2260 F=PU:GOSUB 1480
2270 RETURN
2280 REM --ENTER AMOUNT OF PAYMENT--
2290 ? "ENTER AMOUNT OF PAYMENT. "
2300 INPUT PMT
2310 IF PMT<0 THEN GRAPHICS 0:GOTO 1330
2320
2330 GOSUB 1480
2340 RETURN
2350 REM --INPUT NUMBER OF PAYMENTS PER YEAR--
2360 PRINT "ENTER NUMBER OF PAYMENTS PER YEAR. "
2370 INPUT N:IF N<1 THEN GRAPHICS 0:GOTO 1390
2380 RETURN
2390 PRINT "ENTER NUMBER OF YEARS. "
2400 INPUT NI:IF NI<0 THEN GOTO 1430
2410 RETURN
2420 GOTO 1600
2430 GRAPHICS 0:?: " DOES NOT COMPUTE!"
```

```

1391 DIM A$(1) Demolition
1392 OPEN #1,4,0,"K:" }  

1400 GRAPHICS 0 }  

1410 PRINT :PRINT }  

1420 PRINT " DEMOLITION DERBY" }  

1430 PRINT :PRINT  

1440 PRINT "DEMOLITION DERBY IS A FAST-II  
DOING"  

1450 PRINT "GAME OF STRATEGY WHERE TWO P  
LAYERS"  

1460 PRINT "TRY TO FORCE EACH OTHER INTO  
THE"  

1470 PRINT "WALL OR INTO A TRAIL." :PRINT  

1480 PRINT "USE JOYSTICKS IN THE LEFT TW  
O SLOTS"  

1490 PRINT "TO GO UP, RIGHT, LEFT, OR DO  
WN."  

1500 PRINT "IT DOES NOT RESPOND TO A DIA  
GONAL"  

1510 PRINT "COMMAND." :PRINT  

1521 PRINT "EACH TIME YOU DEMOLISH YOUR"  

1522 PRINT "OPPONENT BY FORCING HIM TO C  
RASH."  

1523 PRINT "YOU GET A POINT! (WOW) FIR  
ST"  

1524 PRINT "PLAYER TO 3 POINTS WINS!"  

1526 PRINT :PRINT "PUSH RETURN TO GO ON"  

;  

1530 INPUT A$  

1535 GOSUB 3000  

1540 XS=0:YS=0  

1550 GRAPHICS 3+16:COLOR 2  

1555 SETCOLOR 0,3,4  

1560 PLUT 0,0:DRAINTO 39,0  

1570 DRAINTO 39,20:DRAINTO 0,20:DRAINTO 0,0  

1580 X1=4:Y1=10  

1590 D1=1:E1=0  

1600 X2=35:Y2=10  

1610 D2=-1:E2=0  

1630 COLOR 1:PLOT X1,Y1  

1650 COLOR 3:PLOT X2,Y2  

1660 MU1=STICK(0):MU2=STICK(1)  

1680 IF MU1=14 THEN D1=0:E1=-1  

1690 IF MU1=11 THEN D1=-1:E1=0  

1700 IF MU1=13 THEN D1=0:E1=1  

1710 IF MU1=7 THEN D1=1:E1=0  

1720 IF MU2=14 THEN D2=0:E2=-1  

1730 IF MU2=11 THEN D2=-1:E2=0  

1740 IF MU2=13 THEN D2=0:E2=1  

1750 IF MU2=7 THEN D2=1:E2=0  

1760 FOR N=1 TO 200 STEP WAIT:NEXT N  

1790 X1=X1+D1:Y1=Y1+E1  

1800 X2=X2+D2:Y2=Y2+E2  

1810 IF X1<0 OR X1>39 THEN 1980  

1820 IF X2<0 OR X2>39 THEN 2040  

1830 IF Y1<0 OR Y1>20 THEN 1980  

1840 IF Y2<0 OR Y2>20 THEN 2040  

1850 LOCATE X1,Y1,B  

1855 IF B>0 THEN 1880  

1860 LOCATE X2,Y2,C

```

```

1865 IF BX>0 THEN 1930  

1870 GOTO 1830  

1880 REM --X CRASH--  

1890 LOCATE X2,Y2,D  

1895 IF BK>0 THEN 2100  

1900 COLOR 1  

1910 PLT X1,Y1  

1920 YS=YS+1:GOTO 2140  

1930 REM --Y CRASH--  

1940 LOCATE X1,Y1,E  

1945 IF EK>0 THEN 2100  

1950 COLOR 3  

1960 PLT X2,Y2  

1970 XS=XS+1:GOTO 2140  

1980 REM --X OVERFLOW--  

1990 IF X1>0 THEN X1=0  

2000 IF X1>39 THEN X1=39  

2010 IF Y1>0 THEN Y1=0  

2020 IF Y1>20 THEN Y1=20  

2030 GOTO 1990  

2040 REM --Y OVERFLOW--  

2050 IF X2>0 THEN X2=0  

2060 IF X2>39 THEN X2=39  

2070 IF Y2>0 THEN Y2=0  

2080 IF Y2>20 THEN Y2=20  

2090 GOTO 1950  

2100 REM --IEU CRASHES--  

2110 COLOR 1:PLT X1,Y1  

2120 XS=XS+1:YS=YS+1  

2135 IF XS=3 AND YS=3 THEN GRAPHICS 2:  

#6-? #6-? #6;"IT'S A TIE":GOTO 2190  

2140 IF XS=3 THEN GRAPHICS 2:#6-? #6-?  

#6;" RED PLAYER WINS!!":GOTO 2190  

2150 IF YS=3 THEN GRAPHICS 2:#6-? #6-?  

#6;" BLUE PLAYER WINS!!":GOTO 2190  

2160 FOR X=100 TO 200  

2162 SOUND 2,200-X,10,12  

2163 SOUND 3,60,10,15  

2165 NEXT X  

2167 SOUND 2,0,0,0  

2168 SOUND 3,0,0,0  

2170 GOTO 1550  

2190 ? #6-? #6-? #6;" PLAY AGAIN?"  

2191 SOUND 0,243,10,8:SOUND 1,96,10,8  

2192 FOR N=1 TO 200:NEXT N  

2193 ? #6-? #6;" Y / N ?"  

2195 SOUND 0,0,0,0:SOUND 1,0,0,0:GET #1,  

A  

2196 A$=CHR$(A)  

2197 IF A$="Y" THEN 1535  

2220 GRAPHICS 0  

2222 SOUND 0,0,0,0  

2224 SOUND 1,0,0,0  

2230 TRAP 2250  

2240 RUN "D:MENU"  

2250 GRAPHICS 0:END  

3000 GRAPHICS 0:?" INPUT SPEED. (1=  
SLOW TO 9=FAST)"  

3010 GET #1,A:IF AK49 OR A>57 THEN 3010  

3020 A$=CHR$(A):WAIT=VAL(A$)  

3030 RETURN

```

```

3740 X1=X+4:Y1=Y+2
3750 Y1=39-Y1
3760 X1=INT(X1):Y1=INT(Y1)
3770 IF Y1>39 THEN 3980
3780 IF X1>79 THEN 3880
3790 IF Y1<0 THEN 3870
3800 LOCATE X1,Y1:CLR:IF CLR=1 THEN 3900
3810 IF CLR=3 THEN 3980
3820 L=10
3830 IF Y1<0 THEN 3850
3840 REM -----
3850 REM -----
3860 PLOT X1,Y1
3870 X=X+1:GOTO 3715
3880 GOTO 4120
3900 REM --HIT BARRIER--
3910 FOR X=0 TO 3
3920 COLOR X
3930 PLOT X1,Y1
3940 GOSUB 4210
3950 NEXT X
3960 COLOR 0:PLOT X1,Y1
3970 GOTO 3390
3980 REM --MAYBE YES,- MAYBE NO--
3990 IF Y1>39 THEN Y1=39
4000 LOCATE X1,Y1,E
4010 IF X1>22 AND X1<=25 THEN C1=R1:L1=
23:L2=25
4020 IF X1>28 AND X1<=31 THEN C1=R2:L1=
28:L2=31
4030 IF X1>34 AND X1<=37 THEN C1=R3:L1=
34:L2=37
4040 IF E>3 THEN 4120
4050 REN --YES--
4060 LUDUZ 2
4065 FOR X=1 TO 6
4070 PLOT L1,40-X:DRAWTO L2,40-X
4075 L=4
4080 GOSUB 4230
4100 NEXT X
4110 GOTO 3390
4120 REM --NO--
4130 GOSUB 4190
4140 GOTO 3390
4150 REM
4160 GRAPHICS 2:?:#6:?:#6:?:#6
4170 ?:#6;"FINAL SCORE = ";?:#6:SC
4180 ?:#6:?:#6:?:#6;"PLAY AGAIN? Y/N"

```

```

5 DATA I22,I09,I97,I92,I82,I73,I65,I61
10 DIM A$(10):R=5
20 GRAPHICS 0:?:?:?:? MATH
25 TRAP 20
30 PRINT "          MATH"
30 ? :? :? "
31      1. ADD"
32      2. SUBTRACT"
33      3. MULTIPLY"
34      4. DIVIDE"
35      5. RETURN TO MASTER MENU
U"
36 ? :? "TYPE STOP AFTER A PROBLEM"
100 ? "TO RETURN TO MENU"
110 ? :? "ENTER YOUR NUMBER, PLEASE"
120 INPUT A$
130 IF A$="STOP" THEN 1320
140 A=VAL(A$):A=INT(A)
150 IF A<1 OR A>5 THEN ? "ENTER NUMBER F
ROM 1 TO 5":GOTO 120
160 ON A GOTO 370,580,790,1018,1320
370 REM -- ADD --
390 REM -- SET INITIAL LEVELS --
400 LI=10:L2=10
410 C=0:CI=0:REM -- SET COUNTER --
420 AI=INT(RND(1)*LI):A2=INT(RND(1)*L2)
421 GRAPHICS 2
422 POSITION 5,3:? #6;"ADDITION"
424 POSITION 5,4:? #6;"++++++"
430 POSITION 5,7:? #6;AI;
435 ?:#6;"+";?:#6;A2;?:#6;"=";
440 INPUT A$
441 IF A$="STOP" THEN 20
445 A=VAL(A$):? #6;A
460 IF A=AI+A2 THEN 510
470 GOSUB 1290
480 ?:#6;"#6;" NO, ?:#6;AI;?:#6;"+
";?:#6;A2;
490 ?:#6;"=";?:#6;AI+A2
495 C=0:FOR N=1 TO 1000:NEXT N
500 GOTO 420
510 REM
520 ?:#6;" RIGHT !!!!!!!"
530 GOSUB 1380
540 C=C+1:IF CCR THEN 420
550 REM --DO NEXT LEVEL--
560 CI=CI+1
570 LI=LI+CI:LI=L2-LI:C=0:GOTO 420
580 REM -- SUBTRACT--
590 LI=LI-L2=L0
610 CI=0:CI=0
620 AI=INT(RND(1)*LI)
630 A2=INT(RND(1)*(AI+1)):REM --THIS ADDS
640 THE NUMBERS--
648 GRAPHICS 2
649 POSITION 5,3:? #6;"SUBTRACTION"
654 POSITION 5,4:? #6;"-----"
658 POSITION 5,7:? #6;AI;
660 ?:#6;"+";?:#6;A2;?:#6;"=";
660 INPUT A$
670 IF A$="STOP" THEN 20

```

```

680 R=VAL(A$):? #6;R
690 IF R=1-A2 THEN 740
700 GOSUB 1290
710 ?:#6;"#6;" NO, ?:#6;AI;?:#6;"-
";?:#6;A2;
720 ?:#6;"=";?:#6;AI-A2
730 C=0:FOR N=1 TO 1000:NEXT N
735 GOTO 620
740 ?:#6;"#6;" RIGHT !!!!!!!
750 GOSUB 1380
760 C=C+1:IF CCR THEN 620
770 L=0:CL=CL+1
780 LI=L1+CL*L1:GOTO 620
790 REM --MULTIPLY--
810 LI=5:L2=5
820 L=0:CL=0
830 AI=INT(RND(1)*LI)
840 A2=INT(RND(1)*L2)
845 GRAPHICS 2
850 POSITION 4,3:? #6;"MULTIPLICATION"
855 POSITION 4,4:? #6;"XXXXXXXXXXXXXX"
860 POSITION 4,7:? #6;AI;
865 ?:#6;"X";?:#6;A2;?:#6;"=";
870 INPUT A$
880 IF A$="STOP" THEN 20
890 A=VAL(A$):? #6;A
900 IF A=AI*A2 THEN 950
910 GOSUB 1290
920 ?:#6;"#6;" NO, ?:#6;AI;?:#6;"%"-
";?:#6;A2;
925 ?:#6;"=";?:#6;AI*A2
930 C=0:FOR N=1 TO 1000:NEXT N
940 GOTO 830
950 ?:#6;"#6;" RIGHT !!!!!!!
960 GOSUB 1380
970 C=C+1:IF CCR THEN 830
980 C=0:CL=CL+1
990 IF LI=L2 THEN LI=LI*2:GOTO 830
1000 L2=L2*2:GOTO 830
1010 REM --DIVISION--
1030 LI=5:L2=5
1040 C=0:CL=0
1050 AI=INT(RND(1)*LI)
1060 A2=INT(RND(1)*L2):IF A2=0 THEN 1060
1065 AI=AI/A2
1070 GRAPHICS 2
1080 POSITION 5,3:? #6;"DIVISION"
1090 POSITION 5,4:? #6;"-----"
1100 POSITION 5,7:? #6;AI;
1110 ?:#6;"/" ;?:#6;A2;?:#6;"=";
1120 INPUT A$
1130 IF A$="STOP" THEN 20
1140 A=VAL(A$):? #6;A
1150 IF A=AI/A2 THEN 1210

```

```

1180 GOSUB 1290
1170 ? #6;"#6;" NO, "#1? #6;#1;? #6;"?
"/??" #6;#2;
1180 ? #6;"#1? #6;#1;#2
1190 C=0:FOR N=1 TO 1000:NEXT N
1200 GOTO 1050
1210 ? #6;"#6;" RIGHT !!!!!!!
1220 GOSUB 1380
1230 C=C+1:IF C>R THEN 1050
1240 C=C-1:C+1
1250 IF L=L+2 THEN L=L+133 GOTO 1050
1260 LZ=L+243 GOTO 1050
1260 REN :-KNEESEEMPT-
1300 FOR N=000 TO 250 STEP 5
1300 SOUND 0.0.147.8
1304 FOR N=1 TO 10 NEXT N
1306 HEAT N
1308 FOR N=1 TO 100 NEXT N
1310 SOUND 0.0.0.0
1312 RETURN
1320 TRAP 1340
1330 RUN "D-MENU"
1340 GRAPHICS 0-END
1350 REN --THAT ONE WAS RIGHT--
1360 FOR O=1 TO 8
1362 PERO H
1394 SOUND 0.0.1.10.8
1395 FOR N=1 TO 20 NEXT N
1396 HEAT O
1397 FOR N=1 TO 100:NEXT N
1398 SOUND 0.0.0.0
1399 PESTOKE
1400 RETURN

```

1 OPEN #1,4,0,"K:
 2 DIM A(40)
 3 DIM AF(20)
 5 DATA 122,169,97,92,82,73,65,61
 1790 GRAPHICS 0
 1800 POSITION 2,3
 1810 ? "THINK IS A MEMORY TEST PROGRAM"
 1820 ? "(YOURS,NOT THE ATARI'S). THE AT
 HRI"
 1830 ? "WILL PLAY AND LIGHT UP NUMBERED"
 1840 ? "RECTANGLES AT THE SAME TIME. YOU
 U"
 1850 ? "REPEAT BACK THE SAME SEQUENCE US
 ING"
 1860 ? "THE NUMBERS ON THE ATARI'S KEYBO
 ARD."
 1880 ? :? "YOU CAN VARY THE LENGTH OF TH
 E TONES"
 1890 ? "PLAYED BY SETTING YOUR SPEED FRU
 IT 1"
 1900 ? "TO 255, 1 IS THE FASTEST, 255 IS
 THE"
 1910 ? "SLOWEST. TRY 150 TO START."
 1920 ? :? :? :? :? :? :? :? :? :? :? :? :?
 =")
 1950 TRAP 1920:INPUT L:L=INT(L)
 1960 IF L<1 OR L>255 THEN ? "1 TO 255, P
 LEASE":GOTO 1950
 1970 GOSUB 2920
 1980 GRAPHICS 3+16:COLOR 1
 1990 PLOT 0,7:DRAINTO 7,7
 2010 PLOT 3,7:DRAINTO 3,20
 2020 PLOT 4,7:DRAINTO 4,20
 2030 COLOR 2
 2040 PLOT 9,7:DRAINTO 9,20
 2050 PLOT 10,7:DRAINTO 10,20
 2060 PLOT 15,7:DRAINTO 15,20
 2070 PLOT 14,7:DRAINTO 14,20
 2080 PLOT 9,13:DRAINTO 15,13
 2090 COLOR 3
 2100 PLOT 17,7:DRAINTO 23,7
 2110 PLOT 17,20:DRAINTO 23,20
 2120 PLOT 20,7:DRAINTO 20,20
 2130 COLOR 1
 2140 PLOT 25,7:DRAINTO 25,20
 2150 PLOT 31,7:DRAINTO 31,20
 2160 DRAINTO 25,7
 2250 COLOR 3
 2260 PLOT 33,7:DRAINTO 33,20
 2270 PLOT 39,7:DRAINTO 34,13
 2280 DRAINTO 39,20
 2400 COLOR 2
 2410 PLOT 2,23:DRAINTO 6,23
 2420 PLOT 8,23:DRAINTO 12,23
 2430 PLOT 14,23:DRAINTO 18,23
 2440 PLOT 20,23:DRAINTO 24,23
 2450 PLOT 26,23:DRAINTO 30,23
 2460 PLOT 32,23:DRAINTO 36,23
 2465 FOR N=1 TO 300:NEXT N
 2470 GRAPHICS 2
 2480 FOR X=1 TO 6

```

2498 POSITION 2+(X-1)*3,1:? #6/X
2500 NEXT X
2520 FOR X=1 TO 40
2530 B=INT(RND(1)*6)+1
2535 A(X)=B
2540 NEXT X
2550 ST=0
2560 SC=0
2570 POSITION 2,5:? #6;"STRIKES = ";? #
6;ST
2575 POSITION 2,7:? #6;"SCORE   = ";? #
6;SC
2580 FOR N=1 TO 500:NEXT N
2585 FOR X=1 TO SC+1
2590 L=A(X)
2610 LOCUSUB 2790
2615 NEXT X
2620 REM --YOUR TURN--
2640 FOR X=1 TO SC+1
2650 GET #1,A$;B$=CHR$(A)
2652 TRAP 2650
2655 IF A$="" THEN END
2660 A=VAL(A$):IF A=0 OR A>6 THEN 2650
2670 IF A>X(X) THEN 2740
2680 L=A:LOCUSUB 2790
2690 NEXT X
2710 SC=SC+1
2720 IF SC>39 THEN GRAPHICS 2:? #6;? #6;
"PERFECT !!":GOTO 3250
2730 GRAPHICS 2:GOTO 2570
2740 LOCUSUB 2880
2750 ST=ST+1
2770 IF ST>3 THEN GRAPHICS 2:GOTO 2570
2780 GOTO 3200
2790 REM --BEEP AND SHOW--
2800 GRAPHICS 5:COLOR 1
2810 C1=12*(C-1)
2815 C2=12*C
2820 PLOT C1+4,23:DRAINTO C2+4,23
2830 N=C12-(C4)
2840 LOCUSUB 3000
2850 COLOR 2:PLOT C1+4,23:DRAINTO C2+4,23

2860 RETURN
2870 GOTO 2870
2871 REM -----
2880 REM --RASBERRY--
2882 FOR N=00 TO 250 STEP 5
2884 SOUND 0,11,14,8
2886 FOR N=1 TO 10:NEXT N
2888 NEXT N
2890 FOR N=1 TO 100:NEXT N
2892 SOUND 0,0,0,0
2900 RETURN
2910 GRAPHICS 0:END
2920 REM -----
2940 CC=2*(1/12)
2960 RETURN
2970 REM --RANDOM BLIP--
2971 FOR Z=1 TO 50
2972 FOR U=0 TO 15
2974 SOUND 0,100,10,U
2976 NEXT U
2980 NEXT Z
2990 RETURN
3000 REM --SCALE NOTE PLAYER--
3010 PRINT C
3015 OH C GOTO 3030,3040,3050,3060,3070,
3080
3110 SOUND 0,121,10,8:GOTO 3155
3140 SOUND 0,108,10,8:GOTO 3155
3170 SOUND 0,97,10,8:GOTO 3155
3200 SOUND 0,92,10,8:GOTO 3155
3230 SOUND 0,82,10,8:GOTO 3155
3260 SOUND 0,72,10,8:GOTO 3155
3295 FOR N=1 TO L:NEXT N
3310 SOUND 0,0,0,0
3330 RETURN
3340 GRAPHICS 2:POSITION 2,3
3350 ? #6;"THREE STRIKES!"
3360 POSITION 2,4:? #6;"YOU'RE OUT!"
3380 POSITION 2,6
3392 ? #6;"FINAL SCORE = ";? #6;SC
3434 IF HS>SC THEN HS=SC
3435 POSITION 2,8
3436 ? #6;"HIGH SCORE = ";? #6;HS
3450 POSITION 2,9
3452 ? #6;"PLAY AGAIN? Y/N"
3454 GET #1,A
3456 AT=CHR$(A)
3460 IF A$="Y" THEN GRAPHICS 0:GOTO 1920
3470 IF A$="U" THEN 3254
3470 TRAP 3290
3470 REM "D-DHU"
3470 GRAPHICS 0:END

```

1 OPEN #1,4,0,"K:" {MOUNTAIN}
 2 DIM A\$(20)
 5 DATA 122,109,97,92,82,73,65,61
 3320 GRAPHICS 0:POSITION 14,3
 3322 ? "MOUNTAIN":GOSUB 4570
 3324 ? :? :? "THE OBJECT IS TO HIT A SER
 1ES OF"
 3326 ? "TARGETS WITH YOUR KABOOM GUN."
 3328 ? "YOU CONTROL THE VELOCITY AND THE
 " "
 3330 ? "ANGLE OF THE PROJECTILE."
 3332 ? :? :? "THE TARGETS ARE NORTH 10, 20,
 OR 30"
 3334 ? "POINTS AND CHARGE AT RANDOM."
 3336 ? :? :? "PRESS ANY KEY TO GO ON."
 3338 GET #1,A
 3340 GRAPHICS 0,Y :? :? :? "BETWEEN YOU
 AND THE TARGETS THERE IS"
 3342 ? "A MOUNTAIN WHOSE HEIGHT CHANGES
 AT"
 3344 ? "RANDOM YOU MUST SHOOT OVER THE
 "
 3346 ? "MOUNTAIN TO REACH THE TARGET."
 3348 ? :? :? "YOU ONLY HAVE 250 AMMO CHARGE
 S."
 3349 ? "SO TRY TO HIT THE 30 POINT THREE
 1"
 3350 ? "WITH EACH SHOT."
 3350 ? :? :? "PRESS ANY KEY TO GO ON."
 3370 LET #1,B
 3380 SH=250,SC=0,C1=0
 3390 SC=SC+1
 3400 IF SH=0 THEN 4180
 3410 C1=0
 3415 TRAP=INT(RND(1)*20)+15
 3430 GRAPHICS 5
 3435 SETCOLOR 1,13,10
 3440 COLOR 1
 3440 FOR X=0 TO 3
 3440 PLOT X*14,DRAINTO -(3-X)*DRAINTO X+14,39
 3440 PLOT 14-X,DRAINTO -(3-X)*DRAINTO 14-X,39
 3450 NEXT X
 3460 COLOR 2
 3510 FOR X=0 TO 6
 3510 PLOT 0,39-X,DRAINTO 4,39-X
 3520 NEXT X
 3530 REM --SET THE TARGETS--
 3540 COLOR 3
 3545 FOR H=0 TO 5
 3550 PLOT 22,39-H,DRAINTO 25,39-H
 3560 PLOT 28,39-H,DRAINTO 31,39-H
 3570 PLOT 34,39-H,DRAINTO 37,39-H
 3572 NEXT H
 3580 A1=INT(RND(1)*3)+1
 3590 A2=INT(RND(1)*3)+1:IF A1=A2 THEN 35
 3600 A2=INT(RND(1)*3)+1:IF A1=A3 OR A2=A
 3 THEN 3600

1 DIM A\$(10)
5 OPEN #1,4,0,"K."
6 DATA 122,109,97,92,82,73,65,61
220 GOSUB 1060
230 GRAPHICS 0: ? : ?
240 ? " BLACK HOLE CHASE "
250 ?
260 ? "YOU ARE BEING CHASED BY CREATURES"
265 ? "FROM A BLACK HOLE. YOU MUST FLY
270 ? "YOUR SPACECRAFT ACROSS THE GALAXY"
280 ? "AND AWAY FROM THEM AS FAST AS"
290 ? "POSSIBLE. AT THE SAME TIME, YOU"
300 ? "MUST AVOID MOVING INTO YOUR OWN V
AFOR"
310 ? "TRAIL WHICH IS RADIACTIVE AND D
IS-"
320 ? "APPEARS AFTER A WHILE) AND AUDIO!"
330 ? "HITTING THE EDGE OF THE GALAXY.
THE"
340 ? "EDGE OF THE GALAXY IS VISIBLE AT"
345 ? "FIRST, AND THEN LITTLE BY LITTLE
THE"
350 ? "CREATURES TAKE PARTS OF THE EDGE"
360 ? "DISAPPEAR BY TURNING IT INTO A BL
ACK"
370 ? "HOLE-SO DON'T RUN INTO THE HOLE O
R!"
380 ? "THEY'LL GET YOU."
390 ? : ? "PRESS SPACE TO GO ON."
400 GET #1,A
410 GRAPHICS 0
420 ? : ? : ?
430 ? "USE THE I,J,K,AND L KEYS TO MOVE"
440 ? "UP, LEFT, RIGHT AND DOWN THROUGH
THE"
450 ? "GALAXY. YOU CAN SET THE DIFFICUL
TY"
460 ? "LEVEL FROM 0 TO 9. ZERO WILL GIV
E"
470 ? "YOU A GALAXY WITHOUT ANY OBSTACLE
S. TRY"
480 ? "MOVE AROUND. LEVELS OF DIFFICUL
TY"
490 ? "(1-9) WILL GIVE YOU AN INCREASING
"
495 ? "NUMBER OF PLANETS AND STARS TO MO
VE"
500 ? "YOUR SHIP AROUND. IF YOU CAN OUT
RUN"
510 ? "THE BLACK HOLE CREATURES FOR 200"
520 ? "HOURS, THEY'LL RUN OUT OF FUEL BE
FORE"
530 ? "YOU DO AND YOU WILL BE SAVED."
540 ?

```

540 Y=" DIFFICULTY LEVEL (0-9)= "
550 GET #1,A:IF=CHR$(A)
555 IF A<0 OR A>5 THEN 555
557 D=VAL(A)
560 GRAPHICS 5
565 COLOR 5:PLOT 0,0:DRAINTO 79,0:DRAINTO
79,39:DRAINTO 0,39:DRAINTO 0,0
570 GOTO 560
580 IF D=0 THEN 520
585 REM --
590 X=40:Y=20
600 COLOR 2
605 H=0:X,Y
610 XD=INT(RND(1)*3+1)-2
615 IF XD=0 THEN 660
620 YD=0
630 IF PEEK(764)>255 THEN 820
640 IF X>=979 OR X<=0 THEN 900
650 IF Y>=939 OR Y<=0 THEN 960
660 XD=40*D
670 YD=Y*D
680 COLOR 3:PLOT INT(RND(1)*8)+1)-1,INT(
RND(1)*40)+1
690 LOCATE X,Y,COL:IF COL<0 THEN 900
700 COLOR 2
710 GOSUB 1110
720 S=S+1
725 IF S>200 THEN 800
732 GRAPHICS 2:POSITION 4,4:? #6;"YOU HA
UE OUT"
734 POSITION 6,6:? #6;"RUN THE"
735 POSITION 5,8:? #6;"CREATURES!"
736 GOSUB 1140
737 FOR N=1 TO 200:NEXT N
738 GOTO 1370
800 PL01 X,Y
810 QD01 D20
820 GET #1,A:IF=CHR$(A)
830 X1=XD:Y1=YD
840 XD=0:YD=0
850 IF A#="J" THEN XD=-1:GOTO 690
860 IF A#="K" THEN XD=1:GOTO 690
870 IF A#="M" THEN YD=1:GOTO 690
880 IF A#="I" THEN YD=-1:GOTO 690
890 XD=X1:YD=Y1:GOTO 690
900 GRAPHICS 2:POSITION 7,5:PRINT #6;"OR
ASH"
905 GOSUB 1020
910 QD01 I340
920 REM --SET OBSTRUCTIONS--
930 FOR X=1 TO 1840
940 COLOR 1
950 X1=INT(RND(1)*77+1)+1
960 Y1=INT(RND(1)*37+1)+1
970 IF X1=40 AND Y1=20 THEN 950
990 PLOT X1,Y1
1000 NEXT X

```

1010 GOTO 620
 1020 REM --RASBERRY--
 1030 FOR RAS=200 TO 250 STEP 5
 1032 SOUND 0,RAS,14,8
 1033 SOUND 1,50,8,8
 1034 FOR N=1 TO 10:NEXT N
 1036 NEXT RAS
 1038 FOR N=1 TO 100:NEXT N
 1040 SOUND 0,0,0,0
 1041 SOUND 1,0,0,0
 1042 RETURN
 1044 GRAPHICS 0:END
 1050 FOR INTRO=1 TO 250
 1062 SOUND 0,INTRO,10,8
 1064 SOUND 1,250-INTRO,10,8
 1066 NEXT INTRO
 1070 SOUND 0,0,0,0
 1072 SOUND 1,0,0,0
 1080 RETURN
 1110 KEY --BLIP--
 1111 KB=2:IF S>100 THEN KB=1
 1112 AMB=1:IF S>30 THEN AMB=3
 1113 FOR BLIP=1 TO KB
 1114 FOR FILE=0 TO 15 STEP AMB
 1116 SOUND 0,50,10,PILB
 1118 NEXT FILE
 1120 NEXT BLIP
 1125 SOUND 0,0,0,0
 1130 RETURN
 1140 KEY --SCALE--
 1150 FOR SCALE=1 TO 8
 1160 READ N
 1170 SOUND 0,N,10,8
 1180 FOR N=1 TO 20:NEXT N
 1190 NEXT SCALE
 1200 FOR N=1 TO 150:NEXT N
 1210 SOUND 0,0,0,0
 1220 RESTORE
 1230 RETURN
 1340 D=10-D
 1350 IF D=0 THEN D=5
 1360 KEY --
 1363 GRAPHICS 2:POSITION 3,3:? #6;"YOUR
 SCORE = ";;? #6/?
 1365 POSITION 5,5:? #6;"PLAY AGAIN?"
 1377 POSITION 7,7:? #6;"Y / N"
 1378 GET #1,A=RCHR(A):IF A?="Y" THEN
 GRAPHICS 0:GOTO 540
 1379 IF A?="N" THEN 1378
 1380 TMRP 1400
 1390 RUN "D:DEMU"
 1400 GRAPHICS 0:END

LEMONS

1 DIM A\$(10)
 5 OPEN #1,4,0,"S":
 6 OPEN #2,4,0,"K":
 1020 GRAPHICS 0:? :? " LEMONS "
 ?:?
 1030 ? "SAFARI LEMONS CAN BE AS HARD AS
 THE"
 1040 ? "REAL THING OR AS EASY AS A SUnda
 Y"
 1050 ? "DRIVE,":?
 1060 ? "TO START THE RACE, PRESS THE JOY
 STICK"
 1070 ? "TOWARD THE TOP POSITION, TOP"
 1080 ? "POSITION INCREASES SPEED, BACK"
 1090 ? "POSITION SLOWS SPEED."
 1100 ? "THE FASTER YOU TRAVEL, THE FA
 STER"
 1110 ? "YOUR SCORE ADDS UP...SO GO!!!!!!
 "
 1120 ? :? "YOU HAVE 60 SECONDS, SO HURRY
 !"
 1150 ? :? :? "PUSH RETURN TO GO ON"
 1152 INPUT A\$
 1154 SEC=INT((PEEK(18)*65536+PEEK(19)*25
 6+PEEK(20))/60)
 1160 GRAPHICS 0
 1170 SP=0:FIRSTX=12:NCARPOS=16:SC=0
 1180 FOR STBORDER=1 TO 19:GOSUB 1600:NEX
 T STBORDER
 1190 REM --PUT CAR IN PLACE--
 1200 POSITION NCARPOS,12:? " " :POKE (752
),1
 1210 POSITION NCARPOS,11:? " "
 1220 STK=STICK(0)
 1222 SEC1=INT((PEEK(18)*65536+PEEK(19)*2
 56+PEEK(20))/60)
 1224 SECONDS=SEC1-SEC:POSITION 2,1:PRINT
 SECONDS
 1226 IF SECONDS=60 THEN GRAPHICS 2:GOTO
 1752
 1230 IF STK=10 OR STK=14 OR STK=6 THEN S
 =STK+1
 1240 IF STK=9 OR STK=13 OR STK=5 THEN SP
 =SP+1
 1250 IF SP<0 THEN SP=0
 1260 IF SP>10 THEN SP=10
 1270 IF SP=0 THEN 1220
 1280 RL=RD(1)
 1290 IF RL>0.52 THEN FIRSTX=FIRSTX+1.3
 1300 IF RL<0.48 THEN FIRSTX=FIRSTX-1.3
 1310 IF FIRSTX<0 THEN FIRSTX=0
 1320 IF FIRSTX>29 THEN FIRSTX=29
 1330 GOSUB 1600
 1335 SOUND 0,200-7*SP,6,8
 1336 SOUND 1,250-20*SP,10,8
 1337 IF SP=10 THEN 1350
 1340 FOR N=0 TO 200-SP*20:NEXT N
 1350 POSITION NCARPOS,11:? " "
 1355 POSITION NCARPOS,10:? " "
 1360 IF STK>9 AND STK=11 THEN NCARPOS=
 NCARPOS-1

```

1370 IF STK=5 AND STK=7 THEN NCCHRPOS=H
    CHRPOS+1
1380 POSITION NCCHRPOS,12
1390 LET #1,A
1397 POUT (.93,.A
1420 IF PEEN(93)=68 THEN 1630
1425 POSITION NCCHRPOS,12 PRINT " "
1426 POSITION NCCHRPOS,11 PRINT " "
1428 SC=SC+1SP
1430 GOTO 1230
1431 REM ---
1610 POSITION FIRSTX,23 ? "XX"     XX"
1620 RETURN
1630 SOUND 2,30,10,12
1640 FOR N=0 TO 200 STEP 5
1650 SOUND 3,N,10,8
1660 GRAPHICS 2:POSITION 6,3? #6;"CRASH"
1665 POSITION 3,6? #6;"SCORE = "
1666 ? #6;SC
1670 NEXT N
1680 FOR N=1 TO 300:NEXT N
1690 FOR SHD=0 TO 3
1700 SOUND SHD,0,0,0
1710 NEXT SHD
1740 POSITION 3,8? #6;"PLAY AGAIN? Y/N"
1745 GET #2,A
1747 A#=CHR$(A)
1748 IF A#="Y" THEN 1154
1749 IF A#>"N" THEN 1745
1750 GOTO 1760
1752 POSITION 1,3,6 ? #6;"SCORE = "
1753 SOUND 0,0,0,0:SOUND 1,0,0,0
1754 ? #6;SC:GOTO 1740
1760 TRAP 1780
1770 RUN "D:MENU"
1780 GRAPHICS 0:END

```

LUNA
Sonic

```

1 OPEN #1,4,0,"K:*
3 DATA 81,2,81,2,91,1,96,1
4 DATA 96,2,102,1,96,1,96,5
5 DIM HK(10)
110 GRAPHICS 3+16
112 SETCOLOR 1,5,6
114 FOR COL=1 TO 19
115 COLOR COL
116 SOUND 0,40,COL/2,8
120 PLOT 5,2:DRWINTO 5,17:DRWINTO 10,17
130 PLOT 12,6:DRWINTO 12,17
140 DRWINTO 17,17:DRWINTO 17,6
150 PLOT 19,17:DRWINTO 19,6
160 DRWINTO 25,17:DRWINTO 25,6
170 PLOT 27,17:DRWINTO 27,11
180 DRWINTO 30,6:DRWINTO 33,11
190 DRWINTO 33,17:PLOT 27,12
200 DRWINTO 33,12
210 REM COL
211 FOR N=1 TO 1200:NEXT N
212 SOUND 0,0,0,0
213 GOTO 1090
214 GRAPHICS 0,1,1,1,1,1
215 ? "FUEL=":FOLE (753),1
216 ? "VEL =" :VEL
217 ? "DIST=" :DIST
218 ? "ELEM=" :ELEM
219 ? "TIME=" :TIME
220 REM --SET INITIAL CONDITIONS--
221 FUEL=120 VEL=-50 DIST=500 TIME=0:BUR
222 OLDIST=DIST
223 REM --UPDATE CONDITIONS--
224 IF FUEL<0 THEN FUEL=0
225 FOR I=1 TO 3:4? FUEL,
226 ? " "
227 FOR I=1 TO 1000:4? VEL,
228 ? " "
229 FOR I=1 TO 1000:4? DIST,
230 ? " "
231 POSITION 8,8? DIST,
232 ? " "
233 IF FUEL=0 THEN 640
630 IF STRG(0)=0 THEN F=1:FOR N=1 TO 10
631 SOUND 0,50,8,8:NEXT N:SOUND 0,0,0,0:GO
TO 650
640 F=0
650 POSITION 8,10? BURN;
655 ? " "
660 POSITION 8,12? TIME;
665 ? " "
670 IF STICK(0)=15 THEN BURN=BURN
671 IF STICK(0)=14 THEN BURN=10
672 IF STICK(0)=6 THEN BURN=1
673 IF STICK(0)=7 THEN BURN=2
674 IF STICK(0)=5 THEN BURN=3
675 IF STICK(0)=13 THEN BURN=4
676 IF STICK(0)=9 THEN BURN=5
677 IF STICK(0)=11 THEN BURN=6
678 IF STICK(0)=10 THEN BURN=8
680 REM --DRAW!--
685 IF 21-DIST/700<23<0 THEN 1930
690 POSITION 30,21-OLDIST/700?23? " "
691 POSITION 30,22-OLDIST/700?23? " "

```

```

700 POSITION 30,21-DIST/700#23: ? CHR$(8)
;CHR$(10)
701 POSITION 30,22-DIST/700#23: ? CHR$(13)
;CHR$(143)
703 OLDDIST=DIST
710 IF INT(TIME/2)>TIME/2 THEN 740
730 GOTO 750
740 FOR W=1 TO 100:NEXT W
750 IF FUEL<BURN THEN B1=FUEL
760 IF F THEN B1=BURN:GOTO 780
770 B1=0
780 REM --
790 FUEL=FUEL-B1
800 B1=B1*5
810 ACC=B1-5
820 DD=DIST
840 VEL=VEL+ACC
861 DIST=INT(DIST+VEL+ACC/8)
870 TIME=TIME+0.5
880 IF DIST<=0 AND VEL<-30 THEN SOUND 0,
240,8,8:SOUND 1,250,14,8:GOTO 940
886 IF 22-DIST/700#23>22 THEN 940
890 IF DIST>675 THEN 1930
900 GOTO 560
910 END
940 REM --PRINT FINAL CONDITIONS--
950 IF DIST<0 THEN DIST=0
960 POSITION 6,4: ? FUEL,: ? " "
970 POSITION 6,6: ? VEL,: ? " "
980 POSITION 8,8: ? DIST,: ? " "
990 POSITION 8,10: ? BURN,: ? " "
1000 POSITION 8,12: ? TIME,: ? " "
1010 FOR W=1 TO 200:NEXT W
1012 IF VEL>-31 THEN 1821
1020 REM --CRASH--
1040 GOTO 1820
1050 GRAPHICS 0
1100 ? : ? : ?
1110 ? "           INSTRUCTIONS:""
1120 ? : ?
1130 ? "YOU ARE THE PILOT OF A MEN MODEL
  XAY3"
1140 ? "LUNAR VEHICLE. THE CRAFT HAS DEV
EL-"
1150 ? "OPED A MINOR PROBLEM--THE QUIDAN
CE"
1160 ? "COMPUTER HAS FAILED. YOU MUST NO
N"
1170 ? "ATTEMPT TO LAND ON THE LUNAR SUR
FACE"
1180 ? "FOR REPAIR WORK."
1200 ? : ? "YOU CONTROL THE CRAFT BY BURN
ING FUEL"
1210 ? "AT REGULAR PERIODS. IF YOU BURN
TOO"
1220 ? "MUCH FUEL, YOU MAY BE SHOT OUT O
F THE"
1230 ? "MOON'S GRAVITY AND INTO THE COLD
,"

1240 ? "DARK REACHES OF SPACE. IF YOU BU
RN"
1250 ? "TOO LITTLE FUEL, YOU WILL REACH
THE"
1260 ? "LUNAR SURFACE--FOREVER."
1270 ? : ? "PRESS ANY KEY TO GO ON."
1275 GET #1,A
1280 GRAPHICS 0: ? : ? : ? : ? "THE AMOUNT O
F FUEL YOU BURN IS"
1290 ? "CONTROLLED BY THE JOYSTICK POSIT
ION."
1300 ? "TOP-RIGHT BURNS 1 UNIT OF FUEL.
THE"
1310 ? "AMOUNT OF FUEL BURNED INCREASES
AS"
1320 ? "YOU MOVE THE STICK AROUND CLOCKW
ISE."
1330 ? "TOP POSITION BURNS 10 UNITS. PRE
SSING"
1340 ? "THE RED PUSHBUTTON WILL IGNITE T
HE"
1350 ? "FUEL...SELECT THE BURN RATE WITH
THE"
1360 ? "JOYSTICK AND PUSH THE BUTTON"
1370 ? : ? : ? "PUSH ANY KEY TO BEGIN DESC
ENT."
1380 GET #1,A
1390 GOTO 500

1821 GRAPHICS 2-POSITION 4,6: ? #6;"good
landin"!00906 1940
1822 POSITION 3,8: ? #6;"PLAY AGAIN? Y/N"
1823 GET #1,A:AB=CHR$(A)
1824 IF AB="Y" THEN 500
1825 IF AB="N" THEN 1823
1830 GOTO 1850
1830 REM --CRASH ENDING--
1832 GRAPHICS 2
1833 POSITION 7,6: ? #6;"CRASH"
1835 SOUND 0,0,0,0:SOUND 1,0,0,0
1840 GOTO 1822
1850 TIME 1870
1860 FUN "D-MENU"
1870 GRAPHICS 0-END
1930 GRAPHICS 2-POSITION 1,6: ? #6;"blast
off for pluto":GOSUB 1931:GOTO 1822
1931 FOR N=150 TO 0 STEP -1
1932 SOUND 0,N,10,8
1935 FOR W=1 TO 2:NEXT W
1936 NEXT N
1938 RETURN
1940 FOR SUCCESS=1 TO 8
1941 READ N
1942 READ TIM
1945 SOUND 0,N,10,8
1946 FOR W=1 TO 20*TIM:NEXT W
1947 SOUND 0,0,0,0
1948 NEXTI SUCCESS
1955 SOUND 0,0,0,0
1960 RESTORE
1970 RETURN

```

1 OPEN #1,4,0,"K:
 10 DIM AK(20),DK(10)
 15 DIM HK(20),MK(20)
 20 GRAPHICS 0
 40 BLIPS=1000:ERASE=1100:PLAYAGAIN=1200
 50 CYANIDE=1300:CONGRATS=1400:RAS=1500
 100 ? " ALIEN "
 110 ? " YOU ARE ON SPACESHIP NIMROD. YOU "
 120 ? "HAVE A FEW MINUTES TO BREAK THE C ODE"
 130 ? "NUMBER THAT WILL OPEN THE WEAPONS "
 140 ? "WVOLT SO THAT YOU CAN GET AN ANTI -"
 150 ? "MATTER LASER RIFLE - THE ONLY WEAPON"
 160 ? "THAT WILL SAFELY DESTROY THE ALIEN."
 170 ? :? "THE ALIEN HAS KILLED THE REST OF THE"
 180 ? "CREW AND IS SEARCHING FOR YOU. HE "
 190 ? "WANTS YOU FOR YOUR GOURMET QUALITY."
 200 GOSUB BLIPS
 210 ? :? :? "PRESS SPACE TO GO ON."
 220 GET #1,A
 230 GRAPHICS 0
 240 ? ")THE SECRET CODE IS MADE OF NUMBERS"
 250 ? "FROM 1 TO 9 IN ANY ORDER, NONE"
 260 ? "REPEATED. MOTHER, THE SHIPS COMPUTER,"
 270 ? "WILL ALLOW YOU TO DECIDE THE NUMBER"
 280 ? "OF DIGITS (2 TO 9) IN THE CODE."
 290 GOSUB BLIPS
 300 ? :? :? "PRESS SPHCE TO GO ON."
 310 LET #1,H
 320 GRAPHICS 0
 330 ? ")ONE LAST WORD: IF THE ALIEN IT GETS YOU"
 340 ? "BEFORE YOU BREAK THE CODE, YOU CAN"
 350 ? "PUSH THE SPACE BAR FOR CYANIDE GAS"
 360 ? "WHICH WILL KILL YOU AND THE ALIEN IT!"
 370 ? "THE SAME TIME." :GOSUB BLIPS
 380 ? :? :? "PRESS SPACE NOW TO GO ON."
 390 LET #1,A:GRAPHICS 0
 400 ? ")AFTER YOU ENTER YOUR GUESS AND PRESS"
 410 ? "(RETURN), THE COMPUTER WILL EVALUATE"
 420 ? "YOUR GUESS AS FOLLOWS:"
 430 ? :? :? " !: THIS MEANS ONE OF YOUR NUMBERS"

440 ? " IS IN THE CODE, BUT IN THE"
 450 ? " WRONG PLACE."
 460 ? " !: THIS MEANS ONE OF YOUR NUMBERS"
 470 ? " IS BOTH IN THE CODE AND IN THE"
 480 ? " RIGHT PLACE."
 490 ? " NO SYMBOLS DISPLAYED MEANS THAT NO"
 500 ? "NUMBER IN YOUR GUESS IS IN THE CODE"
 505 GOSUB BLIPS
 510 ? :? "PRESS SPACE TO GO ON."
 520 GET #1,A
 530 GRAPHICS 0
 600 ? ")HOW MANY NUMBERS IN THE CODE?"
 610 GET #1,A:A\$=CHR\$(A):IF AK50 OR A>57
 THEN 610
 620 B=VAL(A\$):? B
 630 FOR X=1 TO B
 640 HKX)=INT(RND(1)*9+1)
 643 IF X=1 THEN 680
 645 FOR Y=1 TO X-1
 650 IF HKX)=HY) THEN HKX)=INT(RND(1)*9+1):Y=1:GOTO 650
 660 NEXT Y
 680 NEXT X
 690 TQUESTES=0
 700 IF TQUESTES>10 THEN 710
 703 ? :? "THE ALIEN TOOK ONE LOOK AT YOU AND"
 704 ? "WENT BACK FOR SOME MEAT TENDERIZER."
 705 ? "YOU'D BETTER HURRY UP."
 706 GOSUB ERASE
 710 IF TQUESTES>15 THEN 720
 713 ? :? "THE ALIEN HAS GONE OUT FOR PIZZA. IF"
 714 ? "THAT DOESN'T KILL HIM, HE'LL BE BACK!"
 715 ? "TO EAT YOU WITHIN 5 MINUTES"
 716 GOSUB ERASE
 720 IF TQUESTES>20 THEN 730
 723 ? :? "THE ALIEN IS NIBBLING ON YOUR LEFT"
 724 ? "LEG"
 725 ? ""
 726 GOSUB ERASE
 729 IF TQUESTES>25 THEN 750
 733 ? :? "THE ALIEN IS NOW CHEWING ON YOUR"
 734 ? "RIGHT LEG! IF YOU WANT TO STOP, YOU"
 735 ? "CAN PRESS <SPACE>."
 736 GOSUB ERASE
 743 ? :? "BUT WE'RE GETTING OFF THIS SHIP."

```

744 ? "GOOD LUCK!!"
745 ? ""
746 GOSUB ERASE
750 IF TQUESSES>30 THEN 760
753 ? :? "THE ALIEN GOT YOU! MOTHER TURNS
    15"
754 ? "MAKING AN EMERGENCY FLIGHT"
755 ? "(POOR ALIEN)." GOSUB RAS:GOSUB ER
    ASE
756 GOTO PLAYAGAIN
760 ?
765 FOR X=1 TO B
770 ? " "
780 NEXT X
790 FOR X=1 TO B: ? " ";NEXT X
800 REM --GET THE GUESS--
805 IC=0:EX=0
810 TQUESSES=TQUESSES+1
820 FOR F=1 TO B
830 CET #1,AHK(F)=CHR$(A)
831 IF AH(F)=" " THEN GOTO CYANIDE
832 IF AH(F)<"1" OR AH(F)>"9" THEN 830
835 G=VHL(AHK(F))
835 HK(F)=G
836 H=HK(F)
837 GOSUB 1600
838 IF HNB=1 THEN GOTO 830
839 ? G," ")
840 IF G=H THEN EX=EX+1:GOTO 870
870 FOR Y=1 TO B
871 H=HK(Y)
872 IF G=H THEN IC=IC+1
874 NEXT Y
876 NEXT F
877 IF EX=0 THEN 890
878 FOR Z=1 TO EX
879 ? "?"
880 NEXT Z
890 IF IC=0 THEN 900
892 FOR Z=1 TO IC
894 ? "?"
896 NEXT Z
900 REM --CONTINUE--
910 IF EX=0 THEN GOTO CONGRATS
990 GOTO 700
1000 FOR C=1 TO 20
1010 ND=INT(RND(1)*255)
1020 SOUND 0,ND,10,8
1040 NEXT C
1060 SOUND 0,0,0,0
1070 RETURN
1100 FOR N=1 TO 500:NEXT N
1110 ? "
1120 ? "
1130 ? "
1140 ? "
1150 ? "
1160 RETURN
1200 GRAPHICS 2:POSITION 4,5: ? #6;"PLAY
    AGAIN ?"
1210 POSITION 7,8: ? #6;"Y / N"
1220 GET #1,D
1230 D$=CHR$(D)
1240 IF D$="Y" THEN GRAPHICS 0:GOTO 600
1250 IF D$<>"N" THEN 1220
1260 TRAP 1290
1270 RUN "D:MENU"
1280 GRAPHICS 0:END
1300 REM --SIZZLE--
1310 SOUND 0,50,8,8
1320 GRAPHICS 2:POSITION 6,5: ? #6;"CYANI
    DE"
1322 POSITION 6,8: ? #6;"SIZZLE!""
1325 FOR N=1 TO 300:NEXT N
1340 SOUND 0,0,0,0
1350 GOTO PLAYAGAIN
1400 GRAPHICS 2:POSITION 2,6: ? #6;"CONGR
    ATULATIONS!"
1405 FOR Z=1 TO 5
1410 FOR NO=100 TO 0 STEP -5
1420 SOUND 0,NO,10,8
1430 NEXT NO
1440 NEXT Z
1450 SOUND 0,0,0,0
1460 FOR N=1 TO 200:NEXT N
1470 GOTO PLAYAGAIN
1500 FOR I=200 TO 250 STEP 5
1510 SOUND 0,1,14,8
1520 FOR N=1 TO 10:NEXT N
1530 NEXT I
1540 FOR N=1 TO 150:NEXT N
1550 SOUND 0,0,0,0
1560 RETURN
1600 REM --HAS NUMBER BEEN USED?--
1605 HNB=0
1610 FOR I=1 TO F
1615 IF F=1 OR I=1 THEN 1630
1630 IF G=HK(I-1) THEN HNB=1
1640 NEXT I
1650 RETURN

```

```

I OPEN #1,4,0,"K:" DYNAMITE
5 DIM A$(10)
10 DATA 122,109,97,92,82,73,65,61
30 GRAPHICS 0
50 ? " DYNAMITE "
55 GOSUB 870
70 ? " WELCOME TO DYNAMITE! THE GAME IS"
80 ? " VERY SIMPLE. THERE ARE 15 STICKS OF"
F"
90 ? " DYNAMITE IN AN ABANDONED MINE. ALL"
100 ? " OF THEM ARE UNLIT EXCEPT THE LAST"
110 ? " ONE. THE GHOST OF YOUR DEAD FATHER"
120 ? " HAS LIT THE LAST STICK OF DYNAMITE"
130 ? " AND NOW HE WANTS TO PLAY A GAME!"
140 ? " IT'S A TURN-BY- TURN STICK REMOVAL"
145 ? " EACH OF YOU TAKE TURNS TAKING"
150 ? " OF DYNAMITE FROM THE FILE, UP TO"
3"
160 ? " STICKS IN A TURN. IF YOU TAKE THE"
170 ? " LAST STICK, YOU'LL BE BLOWN UP AND"
D"
180 ? " HAVE TO TAKE YOUR FATHER'S PLACE"
IN"
185 ? " THE MINE --FOREVER."
190 ? ? "PRESS SPACE TO GO ON":GET #1
A
200 GRAPHICS 0
210 GOTO 250
220 N=15
230 I=3
240 RETURN
250 GOSUB 220
260 IF I=N THEN 710
270 IF I=1 THEN 710
280 IF N>0 AND N<0 THEN 710
290 IF N=0 THEN 710
300 ? "I":? "I":?
310 I
320 G=1
320 GRAPHICS 0:?"?":?"?":?"?":?"DO YOU"
HATE TO GO FIRST? (Y/N)":
335 GET #1-H
340 GOSUB 220
350 A$=CHR$(A$)
355 IF A$="Y" THEN 540
356 IF A$>"11" THEN 335
360 REM --1 MOVE FIRST--
370 GOSUB 720:REM --UPDATE--
380 IF N>1 AND I>G THEN 510
390 REM --STRATEGY--
400 L=N*(M+1)
410 I=L-INT(L)

```

```

420 0=INT(RND(1)*10)+1:50
430 IF U=0 THEN 0=1:GOTO 400
440 0=0-1
450 IF 0>0 THEN 510
460 ? "      I'LL TAKE ",U
465 U=0
470 REM-D
480 FOR T=1 TO 600 NEXT T
490 IF T=0 THEN 820
500 GOTO 540
510 REM --PRINT AT SCREEN--:
520 IF T=0 THEN PRINT RND(1)*3+1:GOTO 480
530 U=INT(RND(1)*10)+1:GOTO 460

540 REM --HUMAN PICKS--:
550 GOSUB 720
570 ? "      HUN HAH! HILL WU! TAKE? "
575 TRAP 570:INPUT A
580 ?
590 U=INT(VBL(A))
595 IF U<0 THEN ? "SORRY, THAT WON'T DO
RE!" :GOTO 570
600 IF U>10 THEN ? "THAT'S TOO HIGH - THE
HUST YOU CHI!"
610 IF U=11 THEN ? "TAKE 12":? U:GOTO 570
620 IF U>11 THEN ? "THERE AREN'T THAT MANY
Y TO TAKE!":GOTO 570
630 N=M-D:IF N=0 THEN 650
640 GOTO 370
650 GRAPHICS 0
660 ? "          )      YOU LOSE!!" :GOSUB
830
670 ? "DO YOU WANT TO PLAY AGAIN? (Y/N)
"
675 GET #1,A:IF#1=CHR$(48)
680 IF A<>"Y" THEN L=G+1:GOTO 330
682 IF A<>"N" THEN 675
685 TRAP 687
686 RUN "D-MENU"
687 GRAPHICS 0:END
690 GRAPHICS 0:? "      I LOSE, YOU GET
ALL THE GOLD!":GOSUB 950:GOTO 670
700 STOP
710 ?
720 REM --UPDATE SCREEN--:
730 GRAPHICS 0
740 ? :? :? :? :? :?
750 FOR X=1 TO 11
760 ? "*":GOSUB 920
770 NEXT X
780 ?
790 IF N=1 THEN 820
800 ? "THERE ARE ")? N? " STICKS IN T
HE FILE"

```

```
810 RETURN
820 ? "THERE IS ONE STICK IN THE FILE":R
830 RETURN
830 REM --KROBERRY--
840 FOR NO=200 TO 250
842 SOUND 0,NO,10,8
846 NEXT NO
848 FOR N=1 TO 200:NEXT N
850 SOUND 0,0,0,0
852 RETURN
860 GRAPHICS 0:END
870 REM --INTRO--
872 FOR TI=1 TO 10
875 FOR VOL=0 TO 15 STEP 3
880 SOUND 0,50,14,VOL
890 NEXT VOL
892 NEXT TI
898 SOUND 0,0,0,0
910 RETURN
920 REM --RANDOM BLIP--
922 FOR TI=1 TO 4
924 NO=INT(RND(1)*255)
926 SOUND 0,NO,10,8
928 NEXT TI
930 SOUND 0,0,0,0
940 RETURN
950 REM --SCALE--
960 FOR TI=1 TO 8
970 READ NO
980 SOUND 0,NO,10,8
990 FOR N=1 TO 10:NEXT N
1000 NEXT TI
1010 FOR N=1 TO 300:NEXT N
1020 SOUND 0,0,0,0
1030 RESTORE
1040 RETURN
```

```

10 DATA 122,109,97,92,82,73,65,61
20 BEEPS=5000:SCALE=5100:RASHEEPPY=5200:0
RASH=5300:CROSSOVER=5400
50 GOSUB 100
60 GOSUB BEEPS
70 GOSUB SCALE
80 GOSUB RASHEEPPY
90 GOSUB CRASH
95 GOSUB CROSSOVER
96 GOTO 4970
100 GRAPHICS 0:?" "
1C " "
110 ? " THE MUSIC UTILITY PROGRAM CAN BE "
" "
120 ? "USED TO START YOUR OWN PROGRAM WITH"
130 ? "SOUND.. USE IT AS FULLONG: "
140 ? " 1. LOAD THE MUSIC UTILITY."
150 ? " 2. DELETE LINES 50 TO 4990 "
160 ? " 3. ADD YOUR PROGRAM UNTIL SOUND"
170 ? " LISTED IN LINE 34 "
180 ? " (EXAMPLE: GO4948:RASH:0"
190 ? " 4. SAVE THE PROGRAM UNTIL A NEW LINE"
200 RETURN
4970 TRAP 4990
4980 RUN "D-MENU"
4990 GRAPHICS 0:END
5000 REM --BEEPS--
5010 FOR Z=1 TO 10
5020 FOR V=0 TO 15
5030 SOUND 0,100,10,V
5040 NEXT V
5050 NEXT Z
5060 RETURN

5100 REM --SCHLE--
5110 FOR Z=1 TO 8
5120 READ N
5130 SOUND 0,N,10,8
5140 FOR N=1 TO 20:NEXT N
5150 NEXT Z
5160 FOR N=1 TO 300:NEXT N
5170 SOUND 0,0,0,0
5180 RESTORE
5190 RETURN
5200 REM --RASHEEPPY--
5210 FOR Z=200 TO 250 STEP 5
5220 SOUND 0,Z,14,8
5230 FOR W=1 TO 10:NEXT W
5240 NEXT Z
5250 FOR N=1 TO 300:NEXT N
5260 SOUND 0,0,0,0
5270 RETURN

```



```

5300 REM --CRASH--
5310 SOUND 0,240,14,8
5320 SOUND 1,50,8,8
5330 FOR N=1 TO 300:NEXT N
5340 SOUND 0,0,0,0
5350 SOUND 1,0,0,0
5360 RETURN
5400 REM --CROSSOVER--
5410 FOR X=1 TO 255
5420 SOUND 0,X,10,8
5430 SOUND 1,255-X,10,8
5440 NEXT X
5450 SOUND 0,0,0,0
5460 SOUND 1,0,0,0
5470 RETURN

```

5 DIM A\$(10)
 10 OPEN #1,4,0,"K:"
 20 VAR=700
 40 GRAPHICS 7
 46 ? "PRESS SPACE FOR A NEW PATTERN."
 47 ? "PRESS ANY LETTER TO STOP."
 50 XC=160/2-1
 60 YC=79/2:REM --CHOOSE CENTERS--
 70 RX=XC:GOSUB VAR:X=FUN:
 80 FY=YC:GOSUB VAR:Y=FUN:
 100 RX=3:GOSUB VAR:ND=FUN-2 REM --PICK A
 NEW DIRECTION--
 110 RX=100:GOSUB VAR
 112 IF FUN<3 THEN 40
 115 IF PEEK(764)>255 THEN GET #1,A:GOTO
 800
 120 RX=3:GOSUB VAR:YD=FUN-2
 130 RX=XC/2:GOSUB VAR:L=FUN
 140 FOR N=1 TO L
 150 IF X+XD>0 THEN 190
 160 IF X+XD>XC THEN 190
 170 X=X+XD
 180 IF Y+YD>0 THEN 190
 190 IF Y+YD>YC THEN 190
 200 Y=Y+YD
 202 SETCOLOR 4,9,0
 203 SETCOLOR 1,3,3
 205 COLOR 1
 206 SOUND 0,X,10,8
 207 SOUND 1,Y\3,10,8
 210 PLOT X,Y
 220 PLOT 159-X,Y
 230 PLOT X,79-Y
 240 PLOT 159-X,79-Y
 250 NEXT N
 260 GOTO 100
 280 GRAPHICS 0
 290 ? "BAD ERROR!":END

700 REM --FUNCTION SUBROUTINE--
 710 FUN=INT(RND(1)*RX+1)
 720 RETURN
 800 REM --WHAT BUTTON HAS PUSHED--
 810 HF=CHR\$(H)
 820 IF HF=" " THEN 40
 830 TRAP 850
 840 RUN "DITEMU"
 850 GRAPHICS 0:END

```

10 OPEN #1,4,0,"K"
20 DIM AR(10),B(10)
30 REM
35 QB=0
70 GRAPHICS 0:? "FOR A QUICK DEMO  

, PRESS RETURN IN"
80 ? "ANSWER TO ALL QUESTIONS."
90 ? "THE CURRENT FUNCTION LOOKS LIKE T  

HIS."
100 LIST 1000,1499
110 ? "IS THIS THE FUNCTION YOU WANT?"
120 ? "(Y/X/H)""
130 GET #1,A:IF A=CHR$4A)
135 IF A="H" THEN 1520
136 IF A="Y" THEN 130
140 GRAPHICS 7:SETCOLOR 0,6,10
150 ? "ENTER Y MINIMUM"
160 INPUT A:IF A="" THEN 01=1:GOTO 100
170 01=VAL(A)
180 ? "ENTER Y MAXIMUM"
190 INPUT A:IF A="" THEN 02=-1:GOTO 21
0
200 02=VAL(A)
210 IF 02>01 THEN ? "MIN. IS GREATER TH  

AN MAX. -REENTER.":GOTO 150
220 ? "ENTER X MINIMUM"
230 INPUT A:IF A="" THEN 03=-1:GOTO 2
40
235 03=VAL(A)
240 ? "ENTER X MAXIMUM"
245 INPUT A:IF A="" THEN 04=10:GOTO 26
0
250 04=VAL(A)
260 IF 03>04 THEN ? "MIN. IS GREATER TH  

AN MAX. -REENTER.":GOTO 220
270 IF 02<=0 AND 01>0 THEN ? "WOULD YOU  

LIKE AN X AXIS?":GET #1,A:IF A=CHR$4A:IF  

A="Y" THEN 02=1
275 IF A="Y" THEN 02=0
280 IF 03>=0 AND 04>=0 THEN ? "WOULD YOU  

LIKE AN X AXIS?":GET #1,A:IF A=CHR$4A:IF  

A="Y" THEN 01=1
285 IF A="Y" THEN 0X=0
290 IF 0X THEN 1590
300 IF 00 THEN 1600
310 REM --DO THE PLOT--
320 0X=0
330 FOR X=03 TO 04 STEP (04-03)/159
340 GOSUB 1000
350 0Y=Y-02
360 IF 0Y<0 THEN ? "PLOT AT 'X' IS OUT O  

F THE AREA.":00=0:GOTO 420
370 0Y=0Y/(01-02)*79
380 0Y=79-0Y
390 IF 0Y<0 THEN 360
395 PRINT X,Y
396 COLOR 2

```

PLOT

```

397 SOUND 0,0,32,10,8
400 IF NOT 00 THEN PLOT 0X,0Y:00=1
410 IF 00 THEN DRANTO 0X,0Y
420 0X=0X+1
425 SOUND 0,0,0,0
430 NEXT X
440 ? "ANOTHER PLOT? (Y/X/H)": GET #1,A:IF  

A=CHR$4A)
450 IF A="Y" THEN 39
460 GOTO 2000
1000 Y=0$A$0?
1500 RETURN
1520 REM --DO SOMETHING ELSE--
1530 GRAPH105 0
1540 Y=??
1550 ? "ENTER YOUR FUNCTION BY TYPING 10  

00,"
1551 ? "THEN YOUR FUNCTION. 1000 IS THE  

"
1552 ? "LINE NUMBER OF THE PROGRAM. DO  

NOT"
1554 ? "USE VARIABLES BEGINNING WITH Q.  

PRESS"
1555 ? "RETURN AFTER ENTERING 1000 AND Y  

OUR"
1556 ? "FUNCTION. THEN TYPE FUN AND PRE  

SS"
1557 ? "RETURN."
1560 END
1580 GOTO 2000
1590 REM --DRAW X AXIS, TIC--  

1600 COLOR 1
1610 0H=ABS(02)/(01-02)
1620 0Z=79-0A$79
1630 PLOT 0Z,0Z:DRANTO 159,0Z
1640 ? "WOULD YOU LIKE THIS ON THE X AXIS  

?":GET #1,A:IF A=CHR$4A)
1650 IF A="Y" THEN 399
1660 ? "ENTER 'TIC' INTERVAL. "
1665 INPUT W
1670 IF W<0 THEN ? "OUT OF RANGE.":GOT  

0 1660
1680 IF 03>=0 AND 04>=0 THEN 1680
1690 FOR W=03 TO 04 STEP 01
1700 0H=(0W-03)/(04-03)
1710 0Y=0H*159
1720 COLOR 1
1730 PLOT 0Y,0Z-3*(0Z>=3):DRANTO 0Y,0Z+3  

*(01<=0)
1740 NEXT W
1750 GOTO 399
1760 REM --COMPUTE "DIFFERENT" START--
1770 0L=ABS(03/01):0L=INT(0L):0L=0L+0
L=-0L
1780 FOR W=0L TO 04 STEP 01
1790 GOTO 1700
1800 REM --DRAW Y AXIS, ETC--
1810 COLOR 1
1820 0A=ABS(03)/(04-03)

```

1830 QZ=QAT160
 1840 PLOT QZ,0:DRAINTO QZ,79
 1850 ? "WOULD YOU LIKE TICS ON THE Y AXI
 S? ";GET #1,A:AT=CHR\$(A)
 1860 IF AT<>"Y" THEN 310
 1870 ? "ENTER 'TIC' INTERVAL. ";
 1875 INPUT QT
 1880 IF QT<0 THEN ? "OUT OF RANGE.":GOT
 0 1870
 1890 IF QZ<0 AND Q1>0 THEN 1960
 1900 FOR QH=QZ TO Q1 STEP QT
 1910 QH=(QH-QZ)/(Q1-QZ)
 1920 QY=79-QH*79
 1930 PLOT QZ-3*(QZ)=3),QY:DRAINTO QZ+3*X(Q
 Z<160),QY
 1940 NEXT QH
 1950 GOTO 310
 1960 REM --DIFFERENT START--
 1970 QL=ABS(QZ/QT):QL=INT(QL):QL=QL*QT:Q
 L=QL
 1980 FOR QH=QL TO Q1 STEP QT
 1990 GOTO 1910
 2000 TRAP 2020
 2010 RUN "0:MENU"
 2020 GRAPHICS 0:END

2100 GRAPHICS 6
 2110 DIM HK(10)
 2120 DIM K(10)
 2130 XSOUND=5000:OSOUND=5100
 2140 YSOUND=5200
 2150 OPEN #1,4,0,"K:
 2160 PRINT "?"
 2200 POSITION 2,5:? " 1 2
 3" 5
 2210 POSITION 2,11:? " 4 6 5
 2220 POSITION 2,19:? " 7 9" 8
 2230 FOR X=12 TO 26 STEP 14
 2310 POSITION X,Y
 2320 FOR Y=0 TO 22
 2330 ? "I "
 2340 NEXT Y
 2350 NEXT X
 2360 POSITION 2,7:? "-----
 2370 POSITION 2,15:? "-----
 2380 POSITION 12,1:? " TIC TAC TOE "
 2390 POSITION 8,3:? "THE SCREEN IS NUMBER
 RED."
 2400 POSITION 6,22:? "PRESS SPACE TO STA
 RT GAME."
 2410 GET #1,A
 2420 FOR RESET=1 TO 9
 2472 ARESET=0
 2474 NEXT RESET
 2480 X=1:O=2
 2490 T=0
 2500 REM --DRAW GRAPHICS GRID--
 2530 GRAPHICS 3
 2540 SETCOLOR 0,2,12:COLOR 1
 2545 SETCOLOR 1,2,12:COLOR 1
 2550 PLUT 0,6:DRAINTO 39,6
 2560 PLUT 0,13:DRAINTO 39,13
 2570 PLOT 13,0:DRAINTO 13,19
 2580 PLOT 26,0:DRAINTO 26,19
 2590 REM --
 2600 ? "ENTER YOUR MOVE. "
 2610 GET #1,A
 2640 IF AK49 OR AX58 THEN 2610
 2650 AF=CHR\$(A):II=VAL(A\$)
 2655 IF AKM<0 THEN 2610
 2660 ? "YOUR MOVE. ",M
 2670 IF SI THEN 2480
 2680 AKM=X
 2690 GOSUB 2840
 2700 REM --NOW IT'S MY TURN--
 2710 IF T=0 THEN 2730
 2720 GOTO 3100
 2730 REM --TURN=0--
 2740 IF AK5>0 THEN M=5:AKM=0:GOSUB 284
 0:GOTO 2760
 2750 M=1:AKM=0:GOSUB 2840
 2760 ? " MY MOVE. ";
 2770 ? M+1
 2800 T=1

```

2810 SE=0
2820 GOSUB 3420: IF S1 THEN 3660
2830 GOTO 2590
2840 UH ARM) GOTO 2850-2950
2850 REM --X--
2860 GOSUB 3020
2870 REM --DRNN AM X--
2880 COLOR 2
2890 FOR X2=0 TO 2
2900 PLOT CX+X2,CY+X2
2910 PLOT CX+X2,CY+X2
2920 PLOT CX+X2,CY+X2
2930 PLOT CX+X2,CY+X2
2940 NEXT X2
2945 GOSUB XSOUND RETURN
2950 REM --DRNN AM 0--
2960 GOSUB 3030
2970 COLOR 3
2980 PLOT CX+2,CY+2 DRNN(X+2,CY+2)
2990 DRANTO CX+2,CY+2
3000 DRANTO CX+2,CY+2
3010 DRANTO CX+2,CY+2
3020 GOSUB XSOUND RETURN
3030 REM --X1,Y1--
3040 M=M-1
3050 Y1=INT(X1/3)
3060 X1=INT(3*(X1-3*Y1)+6 5)
3070 CX=74*X1+13
3080 CY=34*Y1+7
3090 RETURN
3100 REM --OTHER THAN 1--
3110 SE=X:GOSUB 3420
3120 IF S1 THEN 7 "YOU WIN!!!!":GOSUB VS
    QUND:GOTO 3770
3130 IF KND(X0,05 THEN 3160
3140 SE=0:GOSUB 3570
3150 IF R>0 THEN H=R:GOTO 3400
3160 IF KND(X0,05 THEN 3120
3170 SE=0:GOSUB 3570
3180 IF R>0 THEN H=R:GOTO 3400
3190 IF KND(X0,01 THEN 3210
3200 IF SW>3 AND R>0 AND OF<3 AND R
    H>7-OF THEN F=F+200*R+4000:IF R>0
    THEN H=R:GOTO 3400
3210 IF KND(X0,5 THEN 3230
3220 IF H>2>OF AND R>4>OF AND OF>0 THE
    H H=1:GOTO 3400
3230 IF H>4>OF AND R>6>OF AND OF>0 THE
    H H=2:GOTO 3400
3240 IF H>6>OF AND R>8>OF AND OF>0 THE
    H H=3:GOTO 3400
3250 IF H>4>OF AND R>6>OF AND OF>0 THE
    H H=4:GOTO 3400
3260 IF H>6>OF AND R>8>OF AND OF>0 THE
    H H=5:GOTO 3400
3270 IF H>2>OF AND R>7>OF AND OF>0 THE
    H H=6:GOTO 3400
3280 IF H>6>OF AND R>1>OF AND OF>0 THE
    H H=7:GOTO 3400
3290 IF H>0>OF AND R>3>OF AND OF>0 THE
    H H=8:GOTO 3400
3300 IF AC8>X AND AC1>X AND AC7>0 THE
    H H=7:GOTO 3400
3310 IF AC2>X AND AC9>X AND AC3>0 THE
    H H=3:GOTO 3400
3320 REM --CHECK FOR DRNN--
3330 FOR X1=1 TO 9
3340 IF ACX1>0 THEN 3360
3350 NEXT X1:7 "THE GAME IS A DRNN":GOSU
    B VSOUND:GOTO 3760
3360 H=INT(RND(1)*9)+1
3370 IF AC(H)>0 THEN 3360
3380 GOTO 3400
3390 END
3400 AC(H)=0:GOSUB 2840:GOTO 2760
3410 END
3420 REM --SEARCH1--
3430 DATA 1,2,3
3440 DATA 4,5,6
3450 DATA 7,8,9
3460 DATA 1,4,7
3470 DATA 2,5,8
3480 DATA 3,6,9
3490 DATA 1,5,9
3500 DATA 3,5,7
3510 RESTORE
3520 S1=0
3530 FOR X1=1 TO 8
3540 READ A,B,C
3550 IF A(A)=SE AND B(B)=SE AND C(C)=SE
    THEN S1=1:RETURN
3560 NEXT X1
3570 REM --SEARCH2--
3580 RESTORE
3590 R=0
3600 FOR X1=1 TO 8
3610 READ A,B,C
3620 IF A(A)=SE AND B(B)=SE AND C(C)=SE
    THEN R=R+1:RETURN
3630 IF R>0 THEN R=R-1:RETURN
3640 IF R>0 THEN H=R:GOTO 3400
3650 IF R>0 THEN H=R:GOTO 3400
3660 H=1:7 "YOU WIN!!!!":GOSUB VSOUND:GOTO
    3780
3750 RETURN
3760 REM --GAME IS OVER --
3770 7 "DO YOU WANT TO PLAY AGAIN? (Y/N) "
3785 GET #1,A IF=CHR(04)
3790 S1=0:FOR T=0 TO 9-W-1=0:NEXT T
3800 IF H4="Y" THEN 2480
3810 IF H4="N" THEN 3785
3820 TYPE 3840
3830 RUN "D:NEU"
3840 GRAPHICS 0:END
3850 REM --VSOUND--
3860 SOUND 3,68,10,8

```

```

5020 SOUND 0,81,10,8
5030 SOUND 1,96,10,8
5040 SOUND 2,121,10,8
5050 GOTO 5150
5100 REM --SOUND--
5110 SOUND 3,72,10,8
5120 SOUND 0,144,10,8
5130 SOUND 1,121,10,8
5140 SOUND 2,91,10,8
5150 FOR N=1 TO 200:NEXT N
5160 FOR OFF=0 TO 3
5170 SOUND OFF,0,0,0
5180 NEXT OFF
5190 RETURN
5200 REM --YSOUND--
5205 FOR TIN=1 TO 5
5210 FOR N=15 TO 0 STEP -1
5220 SOUND 0,29,10,N
5230 SOUND 1,193,10,15-N
5240 NEXT N
5250 NEXT TIN
5260 SOUND 1,0,0,0
5270 RETURN

10 DIM A$(20) (SHAPE BUILDER)
20 OLDCOLOR=0:CHANCE=1000:MAX=2000:SAVFA
T=3000:WHATLIMIT=5000
50 OPEN #1,4,0,"K:"
60 GRAPHICS 0:? " DO YOU WANT TO DR
AN A NEW PICTURE OR"
61 GOTO 70
62 ? :? :? :? A$;" WAS NOT FOUND ON DISK
;"FOR N=1 TO 2000:NEXT N
63 GOTO 60
70 ? "LOOK AT AN OLD ONE? (0=OLD N=NEW)
"
75 TRAP 62
80 GET #1,A:A$=CHR$(A):IF A$="0" THEN 45
90
95 IF A$<>"N" THEN 60
96 GRAPHICS 0
100 ? " " SHAPE "
110 ? " THE SHAPE PROGRAM USES A JOYSTI
CK IN"
120 ? "NUMBER ONE SLOT TO DRAW THE DESIG
N"
130 ? "WHICH YOU CONTROL."
140 ? " FIRST, TYPE IN THE GRAPHICS MODE
YOU"
150 ? "WISH TO USE, THEN THE COLOR, THEN
"
160 ? "MOVE THE STICK IN THE DIRECTION Y
OU"
170 ? "WANT TO GO.."
180 ? " WHEN YOU WANT TO DRAW, PUSH THE
RED"
190 ? "BUTTON."
200 ? :? :? " PUSH SPACE TO CONTINUE.
"
210 GET #1,A:GRAPHICS 0
220 ? " INPUT GRAPHICS MODE (3 - 8)? "
;
230 GET #1,A
240 IF A$1 OR A$6 THEN 230
250 A$=CHR$(A):? A$
260 BIG=VAL(A$)
270 S=100
280 IF BIG>5 THEN S=FRE(0)-2*(BIG-5)*100
0
290 IF S<100 THEN GRAPHICS 0:? " YOU MAY
NOT HAVE ENOUGH MEMORY ?? USE A LOWER
GRAPHICS NUMBER."GOTO 220
300 REM --GET STARTING POSITION--
310 GRAPHICS BIG:SETCOLOR 0,12,6:SETCOLR
1,3,8
320 IF BIG=3 OR BIG=5 OR BIG=7 THEN COLR
=4
330 IF BIG=4 OR BIG=6 OR BIG=8 THEN COLR
=2
340 ? "YOU HAVE '0' TO '/COLR-1/" COLORS
AVAILABLE."
350 ? "'0' IS BACKGROUND."
360 ? "INPUT THE COLOR. "
370 GET #1,A
380 IF A-4<0 OR A-4>COLR-1 THEN 370
390 A$=CHR$(A):COLR=VAL(A$):COLOR COLR:?
COLR

```

```

400 GOSUB WHITELIMIT
440 X=XLIM/2-Y=YLIM/2
450 IF X<0 THEN X=0
460 IF XXLIM THEN X=XLIM
470 IF Y<0 THEN Y=0
480 IF YYLIM THEN Y=YLIM
490 PLOT X,Y
500 IF COLR=0 THEN ? "YOU CAN'T SEE 0, IT IS THE"?
510 ? "SAME AS BACKGROUND, IT IS NUN"?
520 COLOR 1-COLR=1-GOTO 490
505 FOR N=1 TO 500 NEXT N
506 ? :? :? :? :? "PUSH RETURN TO SAVE THE PICTURE OR"
507 ? "OPEN A NEW ONE."
510 IF PEER(764)>255 THEN GOSUB CHANGE
520 IF STICK(0)=015 THEN GOSUB NEW
530 IF STICK(0)=1 AND STICK(X)=15 THEN
      COLOR COLR:PLOT X,Y:COLOR (OLDCOLR):PLOT
      OLDX,OLDY
535 IF STICK(0)=1 AND STICK(Y)=15 THEN C
      OLOR COLR:PLOT X,Y
540 IF STICK(0)=0 THEN COLOR COLR:PLOT X
      ,Y
550 FOR N=1 TO 300/BIG:NEXT N
560 GOTO 510
1000 REM --CHANGE--
1010 GET #1,A:A$=CHR$(A)
1020 IF A>#7 AND A<#33 THEN COLR=VAL(A$)
1030 IF A=155 THEN POP :GOTO SAUPAT
1040 RETURN
2000 REM --HENKY--
2005 OLDX=X:OLDY=Y
2006 OLDCOLORI=OLDCOLOR
2010 IF STICK(0)=6 THEN X=X+1:Y=Y-1
2020 IF STICK(0)=7 THEN X=X+1
2030 IF STICK(0)=5 THEN X=X+1:Y=Y+1
2040 IF STICK(0)=13 THEN Y=Y+1
2050 IF STICK(0)=9 THEN X=X-1:Y=Y+1
2060 IF STICK(0)=11 THEN X=X-1
2070 IF STICK(0)=10 THEN X=X-1:Y=Y-1
2080 IF STICK(0)=14 THEN Y=Y-1
2090 IF X<0 THEN X=0
2100 IF XXLIM THEN X=XLIM
2110 IF Y<0 THEN Y=0
2120 IF YYLIM THEN Y=YLIM
2130 LOCATE X,Y,OLDCOLOR
2140 RETURN
3000 REM --SAVEPATTERN--
3010 ? :? :? :? "DO YOU WANT TO SAVE YOUR CREATION"
3020 ? " ON DISK? (Y/N)"?
3025 TRAP 3010
3030 GET #1,A:A$=CHR$(A)
3040 IF A$="Y" THEN GOTO 3200
3050 IF A$<>"N" THEN GOTO 3030
3060 ? :? :? :? :? :? "WANT TO DRAW ANOTHER ONE? (Y / N)"?
3061 TRAP 3063
3062 GOTO 3070
3063 GRAPHICS 0:END
3070 GET #1,A:A$=CHR$(A)
3080 IF A$="Y" THEN GRAPHICS 0:GOTO 90
3090 IF A$<>"N" THEN GOTO 3070
3100 RUN "D:MENU"
3200 REM --SAVE THE PICTURE--
3220 GOSUB 4000
3300 OPEN #2,8,0,A$
3305 PRINT #2,BIG
3310 FOR Y=0 TO YLIM
3330 FOR X=0 TO XLIM
3340 LOCATE X,Y,COLR
3350 PRINT #2,COLR
3360 NEXT X
3390 NEXT Y
3400 CLOSE #2
3410 GOTO 3060
3990 REM --NAME THE PICTURE--
4000 H$="D:\PICTURE"
4050 ? :? A$
4100 RETURN
4500 REM --RECALL THE PICTURE--
4510 GOSUB 4000
4520 OPEN #2,4,0,A$
4530 INPUT #2,BIG
4540 GRAPHICS BIG
4550 SETCOLOR 0,12,6:SETCOLOR 1,3,8
4560 GOSUB WHITELIMIT
4570 FOR Y=0 TO YLIM
4580 FOR X=0 TO XLIM
4590 INPUT #2,COLR
4600 COLOR COLR:PLOT X,Y
4610 NEXT X
4620 NEXT Y
4630 CLOSE #2
4640 GOTO 3060
5000 REM --NAME THE GRAPHIC--#
5010 IF BIG=3 THEN XLIM=29:YLIM=19
5020 IF BIG=4 OR BIG=5 THEN XLIM=79:YLIM
      =39
5030 IF BIG=6 OR BIG=7 THEN XLIM=159:YLIM
      =79
5040 IF BIG=8 THEN XLIM=319:YLIM=159
5050 RETURN

```

CHECKBOOK

```

10 DIM A$(10),CODE$(5),NUM$(25),MNO$(25)
20 THING$(25),TD$(1)
20 VALUE=500:TAG=600:WORDS=700:HONEY=800
30 WRITE=300
30 CHNU=0:MO=0:DA=0:YR=0
50 OPEN #1,4,0,"K"
100 GRAPHICS 0:? " "           CHECKB00
K
110 ? " 1. WRITE A CHECK"
120 ? " 2. MAKE A DEPOSIT"
130 ? " 3. SERVICE CHARGE OR"
140 ? " OTHER ADJUSTMENT"
145 ? " 4. FIND TAX DEDUCTIONS"
146 ? " 5. FIND BALANCE"
150 ? " 6. EXIT TO MASTER MENU"
155 ? " TURN PRINTER OFF FOR SCREEN"
156 ? " DISPLAY ONLY."
160 ? " ENTER THE NUMBER. ."
170 GET #1,A:IF A>49 OR A>54 THEN 170
175 GRAPHICS 0
180 A$=CHR$(A)
190 TRAP 200:GOTO 210
200 GRAPHICS 0:END
210 IF A$="6" THEN RUN "D:MENU"
220 PICK=VAL(A$)
230 IF PICK=4 OR PICK=5 THEN GOSUB 7000
240 ON PICK GOTO 1000,2000,3000,4000,500
8
500 REM --INPUT A NUMBER--
510 TRAP 520:GOTO 540
520 TRAP 520:? "
530 ? "
540 INPUT NUMBER
550 RETURN
600 REM --INPUT DATE--
610 TRAP 620:GOTO 640
620 TRAP 620:? "
630 ? "
640 INPUT MO,DA,YR
650 RETURN
700 REM --INPUT WORDS--
710 TRAP 720:GOTO 740
720 TRAP 720:? "
730 ? "
740 INPUT NUM
750 RETURN
800 REM --INPUT DOLLARS--
810 TRAP 820:GOTO 840
820 TRAP 820:? "
830 ? "
840 INPUT DOLLARS
850 DOLLARS=(INT(DOLLARS*100))/100
860 IF DOLLARS>999999 OR DOLLARS<0.01 TH
EN ? ".:GOTO 820
870 RETURN

```

```

900 REM --WRITE TO DISK--
905 IF CODE$="CODE2" OR CODE$="CODE3" TH
EN CHNU=99999
910 PRINT #2,CODE$
920 PRINT #2,CHNU,":",MO,":",DA,":",YR,":"
930 PRINT #2,THING$
940 PRINT #2,DOLLARS,":",TD$
950 RETURN
1000 REM --WRITE A CHECK--
1010 OPEN #2,9,0,"D:TRANSACT"
1020 CODE$="CODE1"
1030 GRAPHICS 0:? " TYPE 0 FOR CHECK NUM
BER AND PUSH"
1032 ? "RETURN TO RETURN TO MENU."
1035 ? "CHECK NUMBER?"
1040 GOSUB VALUE
1050 CHNU=NUMBER
1055 IF CHNU=0 THEN CLOSE #2:GOTO 100
1060 ? " DATE:MO,DA,YR (EXAMPLE:12,31,
87)?""
1070 GOSUB TAG
1100 ? " WHO WAS CHECK WRITTEN TO?"
1110 GOSUB WORDS
1120 WHO$=MM#
1150 ? " WHAT WAS IT FOR?"
1160 GOSUB WORDS
1170 THING$=MM#
1200 ? " HOW MANY DOLLARS?"
1210 GOSUB MONEY
1220 DOLLARS=DOLLARS
1250 ? " IS THIS TAX DEDUCTIBLE? (Y / N)
";
1260 GET #1,A:IF A>89 AND A<78 THEN 12
60
1270 TD$=CHR$(A):? TD$
1280 ? " IS ALL OF THIS INFORMATION CORR
ECT?""
1290 GET #1,A:IF A>89 AND A<78 THEN 12
90
1300 IF A=78 THEN 1030
1310 GOSUB WRITE
1320 GOTO 1030
2000 REM --MAKE A DEPOSIT--
2010 CODE$="CODE2"
2020 GRAPHICS 0:? " DATE OF DEPOSIT
(EXAMPLE:12,31,88)?""
2030 GOSUB TAG
2100 ? " HOW MANY DOLLARS DEPOSITED?"
2110 GOSUB MONEY
2150 ? " IS ALL OF THIS INFORMATION CORR
ECT?""
2160 GET #1,A:IF A>89 AND A<78 THEN 21
60
2170 A$=CHR$(A):IF A$="N" THEN 2020
2180 OPEN #2,9,0,"D:TRANSACT":GOSUB WRIT
E
2190 CLOSE #2:GOTO 100
3000 REM --SERVICE CHARGE OR ADJUSTMENT-

```

```

3010 CODE$="CODE3"
3020 GRAPHICS 0:?" DATE OF UPDATE (E
EXAMPLE:12/31/80)?"
3030 GOSUB TAG
3100 ? " HOW MANY DOLLARS TO CHANGE?"
3110 GOSUB MONEY
3120 ? " ADD OR SUBTRACT?(A=ADD S=SUBTRA
CT)"
3130 GET #1,A:IF AC>65 AND AC>83 THEN 31
30
3140 IF A=83 THEN DOLLARS=(-1)*DOLLARS
3145 A$=CHR$(A):? A$
3150 ? " REASON FOR ADJUSTMENT?"
3160 GOSUB WORDS
3170 THING$=INPUT
3180 ? " TAX DEDUCTIBLE ITEM? (Y/N)"
3190 GET #1,A:IF AC>89 AND AC>78 THEN 31
90
3200 TDF=CHR$(A)
3205 ? TDF
3210 ? " IS ALL OF THIS INFORMATION CORR
ECT?"
3220 GET #1,A:IF AC>69 AND AC>78 THEN 32
20
3230 A$=CHR$(A):IF A$="H" THEN 3220
3240 OPEN #2,4,0,"D:TRANACT":GOSUB WRIT
E
3250 CLOSE #2:GOTO 100
4000 REM --FIND TAX DEDUCTIONS--
4010 OPEN #2,4,0,"D:TRANACT"
4020 GOTO 6000
4030 GRAPHICS 0:CLOSE #2:GOTO 100
5000 REM --FIND BALANCE--
5010 OPEN #2,4,0,"D:TRANACT"
5020 GOTO 5040
5030 GRAPHICS 0:CLOSE #2:GOTO 100
5040 BAL=0
5050 TRAP 5030
5060 INPUT #2,CODE$
5062 INPUT #2,CHN1,M0,DA,YR,M0$
5064 INPUT #2,THING$
5066 INPUT #2,DOLLARS,TDF
5080 BAL=BAL+DOLLARS
5085 IF CHNKSTART THEN 5080
5090 IF CODE$="CODE1" THEN GOSUB 6200
5100 IF CODE$="CODE2" THEN GOSUB 6400
5110 IF CODE$="CODE3" THEN GOSUB 6600
5120 GOTO 5050
6000 REM --INPUT TO PRINT--
6005 BAL=0
6006 TRAP 4030
6010 INPUT #2,CODE$
6012 INPUT #2,CHN1,M0,DA,YR,M0$
6014 INPUT #2,THING$
6016 INPUT #2,DOLLARS,TDF
6018 BAL=BAL+DOLLARS
6019 IF CODE$="CODE2" THEN 6006
6020 IF TDF="M" THEN 6010
6030 IF CHNKSTART THEN 6010
6040 IF CODE$="CODE1" THEN GOSUB 6200
6050 IF CODE$="CODE2" THEN GOSUB 6400
6060 IF CODE$="CODE3" THEN GOSUB 6600

```

```

6070 GOTO 6006
6200 REM --PRINT A CHECK--
6210 TRAP 6300
6220 LPRINT :LPRINT :LPRINT "CHECK #",M
ATE$,AMOUNT"
6230 LPRINT "-----","-----","-----"
6240 LPRINT
6250 LPRINT CHN1,M0,DA,YR,DOLLAR
S:LPRINT
6260 LPRINT "BALANCE = $",BAL:LPRINT
6270 LPRINT "TAX DEDUCTIBLE? ",TDF:LPR
INT
6280 LPRINT "TO: ",M0$:LPRINT
6290 LPRINT "FOR: ",THING$:LPRINT
6300 GRAPHICS 0:?" CHECK # ",CHN1
6310 ? " DATE: ",M0,DA,YR
6320 ? " AMOUNT = $",DOLLARS
6330 ? " BALANCE= $",BAL
6340 ? " TAX DEDUCTIBLE? ",TDF
6350 ? " TO: ",M0$
6360 ? " FOR: ",THING$
6370 ? " PRESS SPACE TO GO ON."
6380 GET #1,A
6390 RETURN
6400 REM --PRINT A DEPOSIT--
6410 TRAP 6500
6420 LPRINT :LPRINT :LPRINT "DATE : ",M
0,DA,YR:LPRINT
6430 LPRINT "AMOUNT DEPOSITED = $",DOLL
ARS:LPRINT
6440 LPRINT "BALANCE = $",BAL
6500 GRAPHICS 0:?" DATE : ",M0,DA,YR
6510 ? " AMOUNT DEPOSITED = $",DOLLARS
6515 Y$ ? "BALANCE = $",BAL
6520 ? " PRESS SPACE TO GO ON."
6530 GET #1,A
6540 RETURN
6600 REM --PRINT AN ADJUSTMENT--
6610 TRAP 6700
6620 LPRINT :LPRINT :LPRINT "DATE : ",M
0,DA,YR:LPRINT
6630 LPRINT "AMOUNT OF ADJUSTMENT = $",D
OLLARS:LPRINT
6640 LPRINT "TAX DEDUCTIBLE? ",TDF:LPR
INT
6650 LPRINT "REASON FOR ADJUSTMENT:"
6660 LPRINT ",THING$:LPRINT
6670 LPRINT "BALANCE = $",BAL
6700 GRAPHICS 0:?" DATE : ",M0,DA,YR
6710 ? " AMOUNT OF ADJUSTMENT = $",DOLLAR
S
6720 ? " TAX DEDUCTIBLE? ",TDF
6730 ? " REASON FOR ADJUSTMENT:"
6740 ? ",THING$"
6750 ? " BALANCE = $",BAL
6760 ? " PRESS SPACE TO GO ON."
6770 GET #1,A
6780 RETURN

```

7000 REM --GET STARTING CHECK NUMBER--
7010 GRAPHICS 0:?" INPUT STARTING
CHECK NUMBER";
7020 INPUT A\$
7030 TRAP 7010
7040 START=VAL(A\$)
7050 IF START<1 OR START>99999 THEN 7010
7060 RETURN

DATE : 4.7.88
AMOUNT DEPOSITED = \$1200

BALANCE = \$986.92

DATE : 4.7.88
AMOUNT OF ADJUSTMENT = \$-15

TAX DEDUCTIBLE? N

REASON FOR ADJUSTMENT:
OVERDRAWN LAST 3 CHECKS

BALANCE = 971.92

CHECK # DATE AMOUNT

101 4.1.88 -45.78

BALANCE = \$-45.78

TAX DEDUCTIBLE? N

TO MA BELL

FOR: LOUSY PHONE SERVICE

CHECK # DATE AMOUNT

102 4.2.88 -56.87

BALANCE = \$-102.65

TAX DEDUCTIBLE? N

TO: RIPIMOFF POWER & LIGHT

FOR: LIGHTS

CHECK # DATE AMOUNT

103 4.4.88 -110.43

BALANCE = \$-213.08

TAX DEDUCTIBLE? N

TO: MASTERCHARGE

FOR: EVERYTHING LAST CHRISTMAS

